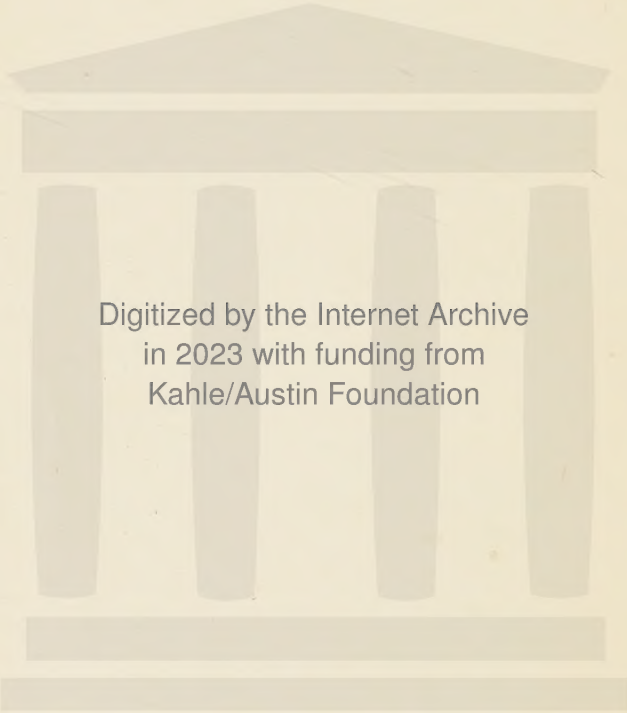
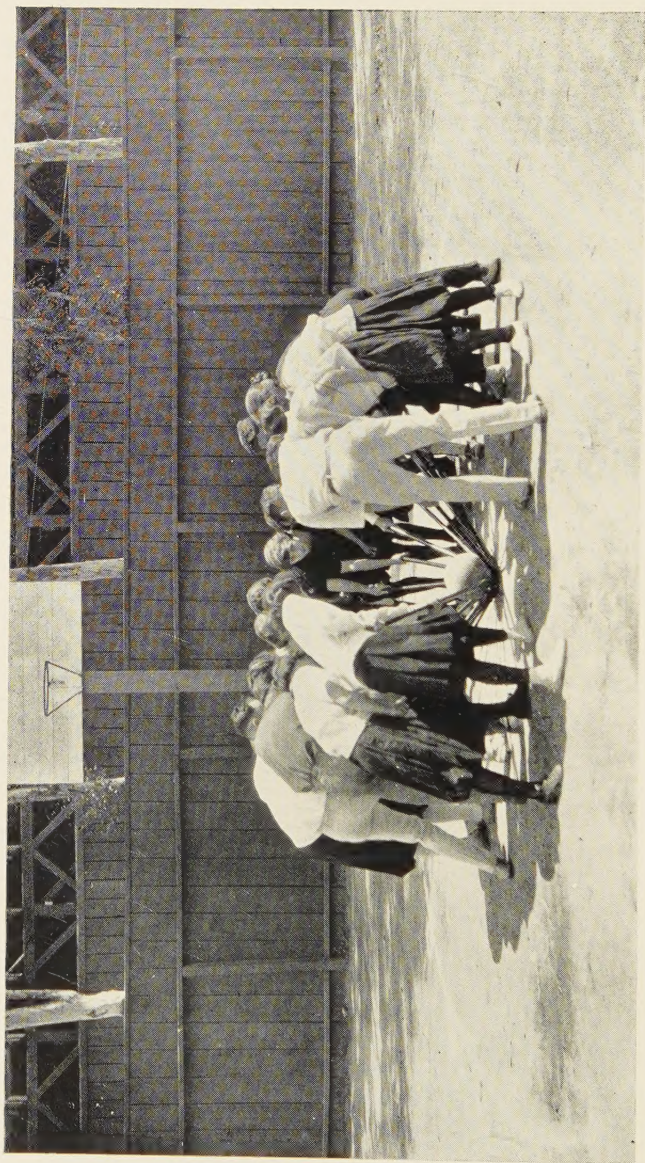


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PIG IN A HOLE

Nicolaas J. Moolenijzer

March 1866

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A Handbook of Games and Programs

FOR CHURCH, SCHOOL, AND HOME

By

WILLIAM RALPH LA PORTE

Professor of Physical Education, University of
Southern California.



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EDITOR'S INTRODUCTION

THE program of the modern forward-looking church, school or community includes the recreational and social as well as the distinctively educational in its plans and activities. Such a plan recognizes the significant truth that the proper use of leisure time is fully as important a problem in present-day society as the profitable use of work time. It acknowledges that the play and recreational interests often afford the most favorable approach to youth, and one of the surest anchorages by which to hold its young members from drifting away. Hence such new vocations within the church and community as "Director of Recreational Activities" and "Club Leader." Many of those who have assumed responsibility either professionally or in an amateur way for this phase of social enterprises have felt the need of a compilation of suitable games, plays, etc., for use by different ages and different kinds of groups.

Various books have been published in this field, some dealing chiefly with matters of theory, organization, and the like, and others outlining programs for certain special occasions. What has been lacking is a rich compendium of games, plays and social recreations so classified and described that leaders may with economy of time and effort build balanced programs from these materials suited to every possible occasion.

This volume is offered to meet such a need. It contains over three hundred distinct play or game units, each with simple directions easily followed by an intelligent leader even without technical training. Practical suggestions are given and sample programs outlined in

order to make the materials still more concrete and helpful. Recreational leaders who desire a fuller statement of principles and methods are referred to another volume of this series, *The Church at Play*, by Norman E. Richardson.

There are two reasons why the editor offers the present volume to recreational leaders with especial confidence: one is Professor LaPorte himself, with his sure sense of fitness, his interest in the newer recreational program and his high professional skill; the other is the fact that all of the plays and games included in this list have been tested and proved by actual use in many social programs under the direction of the author and his assistants as well as by other leaders of young people.

PREFACE

BECAUSE of the increasing need for something practical in the way of a handbook on social and recreational activities, the author has undertaken to collect a large list of games and stunts suitable for many different purposes and arrange them in such a way as to make them easily available for all occasions.

The arrangement is original as are also some of the games and stunts. Most of the material, however, has been collected from many sources, and through many avenues, from books and individuals, and from observation. Many of the games are very old, and others are modifications and adaptations of old games.

The chapters on "Social Programs on Special Themes" and "Social Programs for Special Occasions" were both arranged by the author's wife, LURA A. LAPORTE.

It has been practically impossible in most cases to attempt to give proper credit for games and stunts found in other books, for the same game could be traced, usually, to several different sources. The Bibliography contains the names of all books in which suggestions and materials were found; also other excellent books on games and play activities in general.

Every effort has been made to use only games that have proved highly successful in practice. Many games were discarded because of certain weaknesses.

The descriptions throughout are very brief, yet complete enough to be readily understood and followed by a leader who possesses imagination and ingenuity. The arrangement in chapters was made to fit the needs of the leader in selecting games suitable for different occa-

sions. Games of certain definite types will be found grouped together, such as Competitive Social Games, or Active Social Games. In many cases a game would fit well under several different headings, but it is listed only once, to save repetition. An intelligent leader can readily see the various possibilities of adaptation of various games. Thus a game that may be listed under "Competitive Social Games" might also be suitable for a playground game, or an active social game, or a relay, etc. Any particular game can readily be found by referring to the Contents.

W. R. L.

CHAPTER I

SOCIAL LEADERSHIP¹

SOMEONE has said, "Anyone can put on a dance if he can afford to hire a hall and orchestra, but it takes a capable and energetic leader to provide a successful evening of social games."

In the majority of cases when social programs fall flat it is because they have not been planned carefully and in detail. If the program committee waits until a few moments before time to start before deciding what games will be played, the social is doomed to failure. If the same old games are played month after month, social interest will soon die. Where "Clap In, Clap Out" and "Winkum" continue to hold sovereign sway, it is not surprising that young folks go to the dance hall rather than the church social.

Literary and artistic programs are good occasionally, but when the monthly social is featured regularly by certain local talent, in place of games and activities in which all can participate, the social interest must suffer.

The material in the following chapters is planned to fill the need for activities in which all can take part. It is not in the form of programs, but is listed according to types of activities. From these the leader can build his own program to suit the needs of his public.

PLANNING PROGRAMS

Social programs should be made as varied and attractive as possible. A good standard of procedure is to have

¹For a more extended discussion of principles and methods of social and recreational leadership, consult Richardson, *The Church at Play*, The Abingdon Press, New York. Additional source materials are also found in this volume.

several active social games, several quiet games, and then a very brief but good program of songs and readings preceding refreshments. Or the formal program may be eliminated entirely.

If desired to invite special guests to socials, such as school faculty members, preachers, strangers, etc., special written invitations should be sent to them.

Plan all details of the affair well in advance, preparing for every possible emergency, so that the program may run through without a hitch.

The leader, hostess, or members of the reception committee should give special attention to receiving the guests, introducing them to others, seeing that congenial people get together, and, if possible, find time for a few pleasant words with each guest. Watch carefully to see that no one is neglected. Give special attention to bashful or backward people.

The social committee should try to make as many as possible responsible for something on the program. Develop leaders by using different people on the committee for various occasions.

Refreshments should be suited to the occasion, the weather, etc. Use extreme care to see that refreshments are daintily and properly served. Crude service often spoils the effect of the entire evening for many people.

Suggested committees: *Reception, Program, Refreshments, and Decoration.*

Methods of advertising include posters, newspaper articles, announcements, bulletin boards in schools, blackboards in classrooms.

A social of the right kind, in addition to giving enthusiastic relaxation and enjoyment, should have a general effect of inspiration and elevation for all who attend. The rowdy spirit should never be present. Courtesy and

refinement should be emphasized and practiced by all. A spirit of unselfish consideration for the rights of others should be dominant. Self-discipline should be practiced at a church social as much as at a formal dinner. Healthy restraint is wholesome, and is entirely compatible with enthusiastic enjoyment. It has been said truthfully that the dance hall often is a much better training school in courtesy and refinement than is the average church social.

The social games should not all be passive and quiet. The body as well as the mind needs exercising. The program should not be too strenuous, however, and should be adapted carefully to the place, conditions of climate and temperature, and the age of the guests.

THE SPIRIT OF THE LEADER

The social game leader should be dignified enough to maintain good order and attention, and strict enough to indicate that he is master of ceremonies, but should use great care not to create an impression of stiffness and formality. The spirit of fun and frolic must be created and maintained above everything else.

Assume a glow of enthusiasm and animation so as to impress the entire group with the playful and joyous spirit. Once stimulated with the play spirit, the crowd will readily follow a leader.

Be businesslike in handling a crowd, and be sure that you know exactly what to do every moment. Never make a mistake in games, and always have a new game ready to start before the old one gets tiresome. Never let things drag. A short, snappy program is most ideal.

Be very definite and clear in instructions regarding games, and enthusiastic and energetic in directing them.

Choose games that are interesting and enjoyable to all.

Preferably use games in which the entire group is kept busy constantly. Get everyone into something, and keep things moving. In games which use only a part of the group at a time, see that different persons are chosen for each game, so that all may have opportunity to participate.

If you want your next social to be well attended, see that the evening closes as enthusiastically and successfully as it opens. Do not leave your final number or game to be selected by chance. Have a reason for it. Close the social promptly while the crowd is still enjoying itself.

If there is a tendency to form cliques at socials, plan the games in a tactful manner so as to break up the groups.

A very serious problem that faces the leader is the adaptation of games to various groups. One often sees middle-aged people embarrassed by enthusiastic leaders insisting that they take part in games that they do not know or to which they are not well adapted. Younger people with timid natures are often embarrassed in a similar manner. The purpose of the social is to give to everyone the fullest measure of enjoyment. This result is best achieved by having some games that require little skill and do not call special attention to individuals. Encourage the more timid ones in these games. Obviously, it is unjust to insist on a timid, retiring person eating three or four dry crackers in front of dozens of laughing friends, as part of a competitive race. And yet this is often seen. The clever leader will get everyone into action without hurting feelings or causing embarrassment to any.

Programs can be conducted more smoothly and activities directed more efficiently if the leader makes a

wise use of assistants. Select several live young people to help out in emergencies and to assist in controlling groups. If possible, go over your plans with them before the social.

The leader will find group singing a great aid in brightening up programs, and in creating the proper play atmosphere. Popular songs may well be introduced at the beginning of the program, combined with a grand march or some of the get-acquainted games, in circle formation. It is often wise to close the evening's program by having the group gather around the piano after refreshments have been served, and join the leader in a series of popular, patriotic, sacred, and comic songs.

GAME FORMATIONS

There are three usual formations for the group games: Circle, Line, and File.

Circle: The formation may be either single or double. A simple method of forming a circle is to ask the group to take hold of hands and form a circle quickly. If double circle is desired, have them count off by twos, after the circle is formed, and odd numbers step in front of the even numbers on their right.

For large groups the double-column formation as in the Grand March may be used. This gives a double circle. If single circle is desired, have all face inward, and the members of the inner circle step back and to the right of their partners.

Line: For large groups use Grand March, and from column of twos have alternate couples go right and left to opposite sides of the room. Have them halt, face center, and form single lines by having the rear line members step up to the left of their partners.

For small groups: Simply indicate where each line is to form, and have them take their places.

File: From two or more single line formations, have players face right or left, and then close up to the desired position for such games as relays.

SAMPLE PROGRAMS

As an aid to beginners, four suggested programs are here outlined, using different types of activities. These are merely suggested combinations and are not necessarily recommended as set forms to be followed without modification.

MIXED PARTY (High School Age—150 guests)

Get Acquainted Games:

Grand March and popular songs.

Tucker Wants a Wife (variations).

Neighbors—single and double circles.

Quiet Games (have several in center, or divide into small circles):

Hickey, Pickey, Hokey, Pokey.

Pop-ity-pop.

This Is My Nose.

Active Games:

Passing Objects (in circle)—clothespins, toy balloons, etc.

Weavers.

Balloon Volley Ball or Curtain Ball.

Skits:

A Co-ed's Troubles.

Dwarf Exhibit.

Refreshments:

Ice cream and wafers served cafeteria style.

Group Singing

MIXED PARTY (Adults—100 Guests)

Get-Acquainted Games:

Blind Animals.

Grand March.

Neighbors.

Quiet Games (if desired, divide into small circles):

Pop-ity-pop.

Musical Instruments.

Competitive Games (group divided into two teams):

Book and Umbrella Race—or Elopement.

Chair Race.

Candle Race.

Clothes-Hanging Race.

Thread the Needle.

Bean Dropping.

Balloon Passing Relay (line).

Short Program of Music and Readings

Refreshments:

Punch and Wafers, serve from several tables.

STAG PARTY (Adolescent Boys—30 Guests)

Dual Contests:

Hot Hand.

Hand Wrestling Matches.

Indian Wrestling Matches.

Chinese Duel.

Deer Stalking.
Club Snatch.
Blindfold Boxing Match.
Boxing Contests.
Wrestling Contests.

Refreshments:

Doughnuts and apples, or Frankfurters.

Popular Songs, gathered about piano.

GIRLS' PARTY (Adolescent Girls—30 Guests)

Quiet Games:

Animals.
Hickey, Pickey, Hokey, Pokey
Pop-ity-pop.
Dot Menagerie, or Teakettle.

Active Games:

Club Snatch or Snatch the Handkerchief.
Balloon Goal or Balloon Volleyball.
Maze Tag (walking).

Short Program of Readings, Music or Skits:

Refreshments (divide into groups by using Broken Quotations):

Sandwiches and chocolate.

Singing:

CORRECT SOCIAL FORM

"Manners," says Emerson, "are the happy ways of doing things." True courtesy is the expression of kindly impulses, and the best manners are the simple ways of showing kindness and consideration. A single act of rudeness is costly. Rudeness is either thoughtlessness or selfishness, usually the latter. One may be frank and sincere without being rude.

Since much of social happiness and success depends upon the observance of customary social forms, a list of good books on etiquette is appended. Some of these will be found in most public libraries. A few general suggestions for social affairs are also submitted herewith.

In giving introductions pronounce names clearly; always present a gentleman to a lady, a girl or boy to an older person, and a guest to a hostess. In receiving introductions gentlemen always rise if seated; hostesses always rise; other ladies rise except when receiving introductions to gentlemen. A gentleman when introduced to a lady, waits to see if she offers her hand before extending his own. In acknowledging introductions one may merely repeat the name of the person presented, or may say "How do you do," or "I'm glad to know you," or some other simple formality.

In conversations be a good listener. A sensible comment occasionally is far better than a continuous flow of nonsense. Remember that the other person will appreciate you more if he gets to do most of the talking. In making conversation with strangers try by tactful question and comment to find a common ground for conversation. Be well informed on current topics, but be ready to credit the opinions of others. In listening to others be truly interested. Mental preoccupation ruins conversation.

Don't monopolize the conversation or interrupt others unless absolutely necessary. Don't try to display knowledge, give unasked-for advice, contradict, argue excessively, or talk "shop." Don't repeat gossip or slander, parade private matters in public, or boast of birth, wealth, or friends. Never use flattery, nor ignore a well-meant compliment.

When being entertained, enter heartily into the spirit

of the occasion; make it your chief interest to see that others enjoy themselves while you are having a good time. If you have social or artistic talents, be modest in their use, but do not insist on being coaxed. Make yourself interesting to others; if your partner is a disappointment to you, do not show it; avoid the faintest semblance of snobbishness. Give special attention to bashful, backward, and timid folk.

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CHAPTER II

GET-ACQUAINTED GAMES

ICE BREAKERS

ONE of the most important things upon which the success of any social gathering depends is the way in which the guests are received, introduced, and made to feel at ease. A person cheerfully received feels happier, and enters into everything far better for the rest of the evening. This depends not only upon the game played after everyone has arrived, but also upon what the first ones shall do until the others come. A good way to accomplish this is to ask in the invitations that each person bring a joke or riddle. These furnish laughter for any number of people.

Animals:

Pin name of an animal on each guest's back. The first one guessing what he is by questioning others, who in turn try to mystify him, is the winner.

Autographs:

Give each guest a blank booklet (either fancy or simple), with the word "autographs" on the first page. Small pencils should be attached. Object, to secure as many autographs as possible.

Blind Animal:

Pin name of animal on each guest's back, requesting that he let no one see it. Supply pencil and paper to each on which to record those he can see. Rule: Do not stand with back against anything.

Books and Authors:

Girls are given slips with names of books, and boys with names of their authors. These are pinned on the sleeves of the guests. "Books" when found by the "author" must talk to him five minutes about his other books.

Descriptions:

Give each man a paper and pencil. Introduce him to a lady with whom he converses for five minutes, after which he retires and writes minute description of her appearance. After ten minutes collect papers. Redistribute promiscuously to the men, who in turn search for lady described. Or, slips may be exchanged; men take turns reading the descriptions they hold, and others try to guess the one described.

Dime Gift:

Give a dime to every tenth person, telling him to keep silent count of those shaking hands with him. Let no one know who holds the dimes. The twenty-second person to shake hands with the holder gets the dime.

Name Twisting:

Have guests sit in circle with one vacant chair. Divide into couples, each exchanging names. The person next to the vacant chair calls name of someone present and person having that name at that time takes vacant chair. He then exchanges name with person on his left.

Neighbors:

Formation, single or double circles. One person in center points to one in circle, asking name of neighbor on right side. If not answered before ten counts, person caught goes to center. Neighbors change when told, avoiding former neighbors. (May be in double circle, one

partner behind other; outer circle numbers exchange places frequently, necessitating constant watchfulness on part of numbers of inner circle.)

Progressive Conversation:

Have program cards with numbered topics. Men sign up cards for partners in conversation, for each topic.

Receiving Line:

Have regular receiving line, but when guests come give each a slip of paper, telling him to make his handshake conform to description on slip. Example: Frenchman, continually bows; Chinaman, shakes hands with self; Débutante, languid, two-finger handshake, etc.

Sack Shake:

Tie a strong paper sack on each right hand, telling wearer not to remove it until worn out by handshaking.

Scrapbooks:

Give to each guest a booklet with an appropriate title on each page. Let them find pictures out of magazines furnished them, to illustrate the title, and paste in booklet. Stories of the lives of engaged people for whom a shower is given, or life histories appropriate to holidays prove interesting.

Tucker Wants a Wife:

Men form circle around circle of girls. March in opposite directions. When music stops, men grab a partner and turn about. When music starts, walk with partner until it stops. Then men turn about and start again, securing new partners when music stops again.

Or, secure partner when music stops, and stand and talk on certain topic, to be announced each time.

An interesting modification of the last, sometimes

known as "Inquisition," consists of having the director call someone to center of circle and ask what he knows about the other person concerning name, occupation, native State, mutual acquaintances, likes and dislikes, etc. This, of course, is done after a moment or two of conversation between partners.

Yes or No:

Give each person ten beans and have him engage in conversation without saying "Yes" or "No." Each time he uses either word he must surrender one bean to his partner in conversation. See who can win the most beans in a given time.

HANDLING SOCIAL GROUPS (Dividing into Groups)

Alphabetical Division:

According to first letters of last names. Example of four groups, A to F; G to L; M to R; S to Z.

Broken Quotations:

Each guest is given a part of a quotation. The game consists in finding the complete quotation. When this is done the group is formed.

Family Party:

Each guest is given a card which assigns him to a family group. He searches for the rest of his family and takes his place with them. Example: Papa Dinkelspiel, Mamma Dinkelspiel, Peter Dinkelspiel, etc.

Library:

Names of authors posted around the room. Slips with names of books given to guests. Groups are then formed according to authors, all the books meeting at the designated places.

Matching:

According to States of birth, States and cities, colors or tags, month of birth, complexion, color of hair, occupation, fat or lean, tall or short, etc. Names of animals, birds, automobiles, pinned on. Slips with catchy phrases, such as "slow but sure" used.

Numbering off by Fours, Sixes, etc.:

According to number of groups desired.

Score Cards:

Used for progressive games. Should indicate to what group each guest is assigned at the beginning.

SECURING PARTNERS***Bidding for Partners:***

Articles belonging to girls auctioned off to highest bidder. Box socials, etc.

Celebrities:

Cards distributed on which are written names of public or humorous characters, with the names of their partners on corresponding cards. Example: Pa Ticklepitcher searches for Ma Ticklepitcher, Mr. I. M. Smart for Mrs. I. M. Smart, etc.

Chairless Partners:

Two circles of chairs are formed with chairs facing outward. While music is playing, girls march around one circle and boys around the other. Music stops suddenly and all try to get seats. The girl and boy left over become partners. One chair is removed from each circle whenever two drop out. Continue until all are paired off.

Cobwebs:

Various methods may be used. (Strings intertwined about room. Boys given one end, girls the other. They untangle the string until they meet.)

Drawing Names:

Names of girls written on slips and boys draw them. Slips may be placed in book, the pages turned, and the boys in turn take the slips and find their partners.

Enveloped Partners:

Write name of each woman present on a blank card and enclose it in a separate envelope. These envelopes are then suspended from a ribbon stretched across the room and the men are sent blindfolded to clip them down.

Grand March:

Boys line up on one side of room and girls on the other side. They march to meet each other, then march down the center of the room as partners.

Hit and Miss:

Ball of yarn with names of boys wrapped at intervals in it. Girls unroll ball, passing it around the circle. Each girl takes the name of the boy which comes to her first.

Library:

Girls given names of books. List posted library fashion. Boys draw books desired at the librarian's desk.

Marching:

In circles or lines, usually to music. When music stops or sign is given, boys grab partners.

Matching:

Pictures, rimes, hearts, quotations, songs, advertise-

ments (cut in half). Author and book, famous lovers, common dishes, such as "ham and eggs," flowers, animal crackers, names written on slips, riddles with answers.

Program Cards:

Boys secure signatures of girls as partners for the different games.

Shoe Hunt:

Shoes in pairs, cut out of various colored cardboard. These are concealed, half in one room and the mates in another room. Girls hunt for shoes in one room, boys in the other; then match.

Selection:

Men choose partners by selecting pair of feet under sheet stretched across doorway; or by pair of eyes looking through holes cut in sheet; or by silhouettes (shadows thrown on sheet or curtain).

Similar Acts:

Sneezing, laughing, grinning, etc., in accordance with instructions on slips of paper handed to guests.

Symphony Orchestra:

Guests are blindfolded and different instruments given to boys. One like each given to girls—mouth organ, pan and stick, bell, etc. Boy finds the girl who has the same instrument as himself. Very interesting for small groups.

State Outlines:

Names of States given to boys, State capitals given to girls. Thus they find their partners. Good for geographical party.

Stuntification:

Boys given slips of paper telling them to do some stunt.

Girls given slips telling what their partner will do. As the boys do their stunts the girls claim their partners. The stunt may be to imitate a certain animal, or some household activity, etc.

Valentine Partners:

Valentine hearts, numbered, are pinned on curtains. Boys are given corresponding numbers. Girls shoot with arrows or darts. The heart which a girl comes nearest hitting is hers. She snatches it, with the boy who has the same number.

CHAPTER III

ACTIVE SOCIAL GAMES

SOCIAL programs are usually more refreshing and enjoyable when at least part of the evening is devoted to games for the group, involving more or less moving about. Mild physical activity in a social atmosphere is very stimulating.

Care should be taken not to overdo the active games. It will be found advisable to introduce occasional quiet games to offset the others. When handling crowds that are overboisterous use special care not to give too many active games that might lead to rowdiness and rough actions.

Balloon Goal:

Players divided into red and blue teams, numbers being equal. Tape is stretched across four corners of room at height of five feet, forming two blue and red goals. Like goals are placed in opposite corners. Two or more balloons are tossed up in center of room. Red team tries to get red balloons in their goal, and keep the blue team from getting the blue balloons in the blue goals, and vice versa. Each goal made counts one point.

Catch of Fish:

Two teams, equal in number, start at opposite ends of room, and move toward center. Players of one team clasp hands and try to encircle players of opposite team. Players caught in circle are caught fish, and drop out of game, or join opponents. Fish that reach opposite end of room without being caught then become the net, and

game goes on until all players of one side or the other are caught. (See also "Humming Birds and Snake.")

Catch the Cane:

Players form circle. Each has a number. One player in center of circle with finger on cane. He lifts finger, at same time calling some number. Person whose number is called must catch cane before it falls to floor. If he does, he changes places with center player.

Caterpillar:

All but one sit in circle. Odd player stands in middle of circle and his chair is left empty. Object for odd player to try to sit in empty chair and the others attempt to stop him by continually moving one way or the other.

Circle Tag:

Some article is passed around circle, the player who is "It" trying to tag the one who has the article in his hand. Player may start to pass article in one direction and then turn and pass it the other way, thus adding excitement to the game. A gymnastic form of this game in which volleyballs, basketballs, etc., are tossed in various directions across circle may be modified for social purposes by using toy balloons.

Club Snatch:

Two teams, equal in number, stand at opposite ends of room. A club or some other object is placed in center of room. Leader calls numbers of players, and a player from each team starts for club. Either player may snatch the club and try to carry it behind his goal line without being tagged by the other player. If successful, one point is scored for his team; if tagged, the other side gets the point.

Curtain Ball:

Players of two teams stand on opposite sides of a high curtain, and toss or bat the ball back and forth, the object being to prevent the ball falling to the floor. One point is scored every time a team fails to return a ball. The excitement is increased by the uncertainty of the point at which the ball will appear. For social occasions toy balloons make the safest and most exciting balls. Several of these may be kept going at once.

Deer Stalking:

Deer and stalker blindfolded and placed at opposite ends of long table at given signal begin to move around it. Object for stalker to catch deer. Neither may run out into room.

Fox (Slap Jack):

Form circle. One player—fox—stays outside of circle and taps shoulder of player. Fox runs to left and one tapped to right, around circle. Object—for each to try and get back to position of one tapped. One left out is fox.

Among the many variations of this game is one in which the circle holds hands, and a couple, holding hands, takes place of fox. Couple run around circle and strike clasped hands of some couple, who immediately run in opposite direction, as above described. (For social purposes, substitute walking for running.)

Going to Jerusalem:

Chairs placed in a row, facing alternately in opposite directions. One chair less than number of players. Odd player says, "I'm going to Jerusalem," and starts out walking around chairs. As he tags chair of player with his cane, that player must follow him. When all are

marching that he intends to take with him, the music, which has been going, suddenly stops and everyone dashes for a chair. The one left out drops from the game, taking a chair with him. The music starts again and all march around again until music stops. This continues until there are just one chair and two players left. The one wins the game who gets this chair. ("Musical Chairs" is practically the same.)

Have You Seen My Sheep?

Player goes around circle asking, "Have you seen my sheep?" Another player asks, "What was he like?" First player describes the dress and general appearance of someone in circle. Second player guesses who is described. If he guesses right, he chases that player around the circle, trying to tag him before he can get back to his place again. If tagged, the person described becomes the questioner; otherwise "player two" becomes questioner.

Humming Birds and Snake:

Boys form chain by linking arms (Snake). Girls are Humming Birds. Any girl caught in a snake circle drops out of the game, and waits for her mates to be caught.

Jacob and Rachel:

All the players except two form a circle with hands clasped. The two extra players, named Jacob and Rachel, stand inside the circle. Jacob is blindfolded and, trying to catch Rachel, calls her name from time to time. Rachel answers by calling his name, but tries to change her voice, as she moves about, so as to deceive Jacob as to the place where she is standing in the circle. If Jacob catches Rachel, she is blindfolded, and another Jacob is chosen and the game goes on.

Keep Moving:

Players in circle, one player sings and goes through motions, other players imitating him. Leader repeats or sings, "One finger, one thumb keep moving," suiting action to the words, and gradually increases until players have eight fingers, two thumbs, two hands, two arms, two feet, two legs, one head, etc., moving.

Last Couple Out:

Formation, column of twos, with single player standing at head of column. Single player calls, "Last couple out," and couple at rear end of column must divide and run forward, one at each side, and try to join hands in front of caller before he can tag either of them. If one is tagged, he takes place of caller, who forms couple with other runner at head of column. Caller is not permitted to look around to see couple running forward.

Lost Handkerchief:

Modern adaptation of the game, "Drop the Handkerchief." Circle moves slowly, or dancing in a circle, the players keeping their eyes closed. One person who is "it" has a handkerchief which he drops. At a given signal everyone stops and looks behind him. The person getting handkerchief pursues the person who dropped it.

Maze Tag:

Formation, column of sixes, eights, or tens, according to size of space, with some eight or ten squads in column. Have squads clasp hands and extend sideward arm's length. Then face left and clasp hands with ones in next squads on right and left, and again extend sideward arm's length. By clasping hands, lanes are formed in one direction; and upon facing left and clasping hands with new neighbors, lanes are formed at right angles to former.

One player is chosen as fox and one as chicken. Fox chases chicken up and down lanes, and when about to capture it, leader commands "Left face" or blows whistle, and new lanes are formed, throwing the two runners far apart. New runners should be chosen frequently. This may be adapted for social use by having runners walk.

Parcel Post:

Players sit in circle. Postmaster gives each of players a name of some city. One is blindfolded and put in center. Postmaster calls out, "Post going from Putney to Hong-Kong." Players with these names must change places without being caught by blind man or letting him get their chairs. When "Parcel Post" is called, all change. First caught is blind man.

In a simpler form of this game, known as "Numbers Change," all players are numbered instead of named. The leader, or "It," in center may or may not be blindfolded. He calls for exchange of two or more numbers, such as 3, 5, 9, 10, 15, 27. During exchange he tries to secure a seat. The one left out becomes "it."

Partner Tag:

One runner and one chaser. Rest of players form in circle and lock arms in couples. Runner may save himself from being tagged by locking arms with one player of a couple. The other player of the couple then becomes runner. If runner is tagged he becomes chaser, and his chaser becomes runner.

Passing Objects:

Group divided into two divisions, and arranged in opposing lines, files, separate circles, or in one large circle with opponents alternating. Object of game is to pass a number of objects, one at a time, from one end of line

to the other, or around the circle, taking them from basket at head of line and depositing in another basket at end of line. If the single large circle formation is used, division into sides may be secured by forming the circle and then counting off by twos. Objects may then be passed around circle in the same or opposite directions, the ones passing to ones, and the twos to twos only.

Sculptor:

One player is called a sculptor. While he is looking at the others they dare not move, and are to remain in a fixed position like statues. The sculptor turns his head and counts seven. During the count the players may move; but when the sculptor turns around, if anyone is moving he is sent back to the starting point and must start over again. The object is to get to the other end of the room without being caught by the sculptor. The last one across the room becomes "It."

Slipper Slap:

Form circle shoulder to shoulder, one in center. Players pass slipper (rolled towel, etc.) from hand to hand behind their backs, taking every opportunity to slap one in center with slipper. One in center tries to catch one who slaps him before slipper is passed on.

Squirrel in Trees:

Players stand in groups of threes, with hands on each other's shoulders forming trees. In each tree is player representing squirrel. One odd squirrel without a tree. Upon signal, all squirrels must exchange trees, the odd squirrel trying to secure a tree in the scramble. The one left out becomes odd squirrel for next time. Players forming trees should change off with squirrels occasionally.

Still Pond. No More Moving:

One player is blindfolded and placed in the center of a group of players. The blind one counts out loud as rapidly as he can, up to ten, during which time the players are to rush away from him as far as they can get. As soon as he reaches ten, he cries, "Still pond, no more moving," and the players must stand perfectly still. Three steps are allowed the players, which they may use at any time to avoid being caught. After a player is caught and identified, he in turn is blindfolded and becomes "it."

Triple Change:

Form circle with several standing in center. All players number off by threes. Players in center take turns calling each number, as "One!" Then all of players in circle numbered "one" must change places with each other, the person who called number trying to catch "one" as he runs to new place. Player caught exchanges places with caller.

Wolf and Sheepfold (Cat and Rat):

Players form circle with lamb (one player) in the center of the circle and wolf (another player) outside the circle. Wolf tries to break through the clasped hands of the circle. If he succeeds, the players on the other side of the circle must let the lamb out of the circle, and then clasp hands tightly, preventing the wolf from escaping. If the wolf again breaks through the clasped hands, the lamb is again admitted to the circle, the object being to prevent the wolf from catching the lamb. When lamb is caught he becomes the wolf, and another lamb is chosen.



POISON SNAKE

CHAPTER IV

QUIET SOCIAL GAMES

GAMES of the quiet type may be made very interesting, especially for small groups. As a rule, it is inadvisable to build up the entire program from quiet games, but, rather, to plan a fair mixture of mildly active and quiet games.

Animal Alphabet:

Two sides; person from each side names animal beginning with letter "a." Alternate in turn until a player cannot think of any more "a" animals. That side gives up a player to other side. Begin again with "b," etc. Time limit. Side having more players wins.

Beast, Bird, Fish:

Players are seated in a circle. One player stands in the center with a soft ball made by crushing paper or knotting up a handkerchief. This is thrown at one of the players by the one in the center, who says quickly, "Beast, bird, or fish," then repeats one of these classes and immediately counts ten. The player designated must name some beast, bird, or fish, according to the class last named by the thrower, before the latter has finished counting ten. Failing to do so, he changes places with thrower.

Buzz:

One of the players starts the game by saying "one," the next "two," the next "three," etc., until "seven" is reached, when the word "buzz" is substituted for it. The next player says "eight," and so on, up to a multiple of "seven," or any word in which "seven" occurs, such

as seventeen, twenty-seven, thirty-seven, etc. When "seventy" is reached the counting proceeds as "buzz," "buzz-one," "buzz-two," etc., and seventy-seven is "buzz-buzz." Whenever a player says a number instead of "buzz," or says "buzz" in the wrong place, he must start the game over again by saying "one." The game may also be played by having each player who misses drop out of the game.

Crazy Stories:

Cut exciting short stories into paragraphs. Mix and pass out to players seated in circle. One reads paragraph to start and reading continues to left. A queer story results.

Cross Questions and Crooked Answers:

Boys given funny questions by boy, and girls given funny answers by a girl. Line up facing each other and read questions and answers.

Crossed Scissors:

A pair of scissors is passed from hand to hand about a circle, each player saying as he passes them "I pass them crossed" (or "uncrossed"). In the first case he should have his feet or hands crossed; in the second case, be careful to keep them apart. Scissors may be in any position. The point of the game is to keep the secret of the formula from the uninitiated as long as possible, hence care should be taken to give the impression that the secret is in the position of the scissors.

Do This, Do That:

In this game one player represents a sergeant and the others are soldiers whom he is detailing. When he makes an action and says "Do this," the others have to imitate him; when he says "Do that" they must take no notice.

Fly Away:

Circle formation. All place first finger of right hand on knee. Leader raises finger suddenly saying, "Fly away" (something). If that something can fly, others must raise finger; but if it cannot fly, others must not move. Give forfeits for mismoves.

"He Can Do Little Who Can't Do This":

One boy takes a stick in his left hand, and thumps the floor with it, saying "He can do little who can't do this." Then he hands the stick to another player, who will probably use his right hand when holding the stick and thumping. If he does, he is told he has failed in the simple task and the stick is handed to another. The game goes on until someone discovers that the secret of the trick is to copy the leader exactly and therefore the stick must be held in the left hand.

Hickey Pickey Hokey Pokey:

Players seated in circle. "It" in center points finger at some player and says "Hickey Pickey Hokey Pokey." Player must call out name of his next-door neighbor on right before "it" finishes word or exchange places with him. Seats should be changed often so players will learn names of several others.

Horns:

Similar to "Simon says." All seated, forefingers placed on knees or table. Leader says, "All horns up," "Cat's horns up," "Cow's horns up," etc. If animal with horns is named players must obey, otherwise disobey. All failing drop out until the game is through.

Hunt the Ring:

Players seated in circle, holding in their hands a string tied at the ends to form a circle, a ring having been placed

on string before tying. Players keep hands moving back and forth on string, passing ring on whenever it comes to them. "It" in center tries to find the ring in someone's possession. If he succeeds, that player becomes "It."

Huntsman:

All leave room while leader hides given object, then re-enter. When object is seen person takes a seat without disclosing its location to others. Continue until all are seated. First one is new leader.

I Love My Love:

Players seated in circle. Leader starts with series of questions about "My Love" which must be answered according to the letters of the alphabet. The A's might run this way: "I love my love with an A, because he is Adorable. His name is Anthony and he lives in Andover." Next player takes letter B, etc. Each player must tell the story, fill in the missing ideas with his special letter of the alphabet. Should he fail, another player may fill in the gap, move up the line to take place of person who failed. Player who stays longest at the head of the line may have the prize that has been agreed upon.

Lightning:

Two sides; person from each side leaves room. When called in they are told first letter of word decided upon by company. Must mention every word they know beginning with letter. Two minutes is time limit. One mentioning more words wins.

Musical Instruments:

Players seated in circle. Each player chooses some instrument to play. "It" in center steps before some player and putting thumbs to ears wiggles his fingers. Player must immediately imitate his own musical instru-

ment, such as trombone. "It" will then start imitating the same instrument, and other player must go through movement just executed by "It." As soon as "It" changes, other player must change action. If "It" can get player doing same action as his, they must exchange places.

My Ship:

Circle formation. One starts by saying, "My ship is loaded with apples," or any noun starting with "a." Next repeats same, and adds an object starting with "b," such as "bread." Each in turn repeats and adds a new noun alphabetically.

"P's and Q's":

Players sit in circle and one stands in middle, asking each in turn a question, as: "The Sultan of Turkey has gone forth to battle. Tell me where he has gone, but mind your P's and Q's." The one questioned must answer before questioner counts ten, naming a city in Turkey beginning with a letter before P in the order of the alphabet. Other questions which can be asked are: "The circus has come to town; tell which animal roared the loudest? Which came from Africa? Which had horns and hoofs?" etc. Each person must answer quickly or lose his place in the game.

Pop-ity-pop:

Players seated in circle. "It" in center points finger at some player and says, "Pop-ity-pop!" Other player tries to say "Pop" before "It" completes his word. If not successful, he must change places with "It." If circle is large, have several players in center at once. When "It" points finger without saying anything, the player must maintain silence.

Scandal:

Players sit in long line or circle. First turning to second, whispers rapidly some remark. Second whispers it exactly as he heard it, to third player, and so on until the line is finished. The last player then whispers it to the first player, and first player repeats his original remark to the company, and follows it with the form in which it just reached him.

Sculptors:

A number of cards corresponding to the number of the guests are labeled with the names of different animals. Each guest is given a card and a stick of gum. All the guests chew the gum, and then with it mold an animal representing the one named on the card. The cards are then taken up and judged. Prizes are given for the best, and all are displayed upon a table.

Statues:

Players choose what position they will assume and become as still and as silent as statues. One player is "Judge." It is his business to try to make the statues laugh. All who laugh pay forfeits, but the one who keeps his face grave longest becomes "Judge."

Teakettle:

One player is sent from room. Remainder of group decide upon a word with more than one meaning, such as "can." The other player is then called in and asks questions of the group. The answers should all contain the hidden word, but the word "teakettle" should be used in place of the word. The one whose answer reveals the word becomes "It" for next time.

This is my Nose:

Leader points to someone and takes hold of her own

ear, saying, "This is my nose." That person has to point to her nose and say, "This is my ear," before leader counts ten.

Quaker Meeting:

The player who is "It" goes to each person and says, "Brethren, this is a very solemn occasion." He says it in a comical manner, trying to make them laugh. Any who laugh must pay a forfeit, or the first one he makes laugh must change places with him.

Questions:

Players sit in circle, with "It" in center. "It" goes about asking questions of various players. The question must be answered, not by the one addressed, but by the player on his right. Any player answering a question addressed to him, or failing to answer one addressed to player on his left, changes with questioner.

QUIET GAMES WHICH REQUIRE PAPER AND PENCIL

Cake Game:

Person who is leader gives out questions, and the others try to guess the answers, writing them down in the order the leader gave them out. These are a few of the possible questions: "What kind of a cake would the cook bake for a milkman? (Cream Cake); a milliner? (Ribbon Cake); a farmer? (Fruit Cake); a geologist? (Layer Cake); a carpenter? (Plain—"plane"—cake); a dog-catcher? (Pound Cake); a baby? (Patty Cake).

Composite Animals:

Name five animals. Provide each with drawing materials and have drawings represent at least one characteristic of each animal in *one* animal. Prizes may be offered.

Dot Menagerie:

Each person is given a lead pencil and paper and draws five dots (large) scattered far apart. Players then exchange papers and try to connect the dots by lines so as to make a wild animal. Prizes may be given for the best and the worst dot animal.

Flowery Romance:

1. The heroine's name and the color of her hair—Marigold.
2. The hero's name and what he wrote with—Jonquil.
3. Their favorite pastime in winter—Snowball.
4. What he did when he proposed—Aster.
5. The ghastly trophy which he offered her—Bleeding Heart.
6. What she said when he knelt before her—Johnny-jump-up.
7. The person to whom she referred him—Poppy.
8. The hour for the wedding—Four-o'clock.
9. The maid-of-honor and the color of her eyes—Black-Eyed-Susan.
10. The disposition and name of the best man—Sweet William.
11. The four bridesmaids—Lily, Rose, Daisy, Marguerite.
12. The color of their dresses—Pink, Lilac, Violet, Heliotrope.
13. What the bride wore in her hair—Bridal-Wreath.
14. What she wore on her feet—Lady's Slippers.
15. The clergyman—Jack-in-the-Pulpit.
16. The number of guests that attended the wedding—Phlox.
17. The minister's fee—Shepherd's Purse.
18. The length of their happiness—Everlasting.

“Nation” Contest (Partial List):

1. A popular flower—Carnation.
2. To give—Donation.
3. Putting off—Procrastination.
4. The taking of vows—Ordination.
5. “Seeing things”—Hallucination.
6. Ordered by the Board of Health—Vaccination.
7. Common in Russia—Assassination.
8. One’s fancy—Imagination.
9. Disobedience—Insubordination.
10. The end—Termination.

Hidden Flowers (Partial List):

1. An amiable man—Sweet William.
2. The pulse of the business world—Stocks.
3. A title for the sun—Morning-glory.
4. A bird and a riding accessory—Larkspur.
5. A pillar of a building and a syllable that rimes with dine—Columbine.
6. A flower between mountains—Lily of the Valley.
7. A dude and an animal—Dandelion.
8. The place for a kiss—Tulips.
9. A wild animal and a bit of outdoor wearing apparel—Foxglove.
10. The result of Cupid’s arrows—Bleeding Heart.

Nut Contest:

Players are given slips of paper with the following lists of questions to which in fifteen minutes they must write the answers. There can be no comparison of answers or help of any kind, and the longest list of correct answers wins the game:

- What nut grows at the sea-shore? (Beechnut)
 What nut incloses a city in China? (Walnut)

What nut does a schoolmaster love? (Hickory nut)

What nut did Captain Kidd use? (Chestnut)

What nut colors eyes? (Hazelnut)

and as many other queer nuts as the hostess can think of.

Newspaper:

Each individual or group is assigned section of newspaper to write, such as "Want Ads," "Divorces," "Sports," "Editorials," etc. Editor and staff put together and read. Personalities are good if they are well acquainted.

Novels:

Each writes a short paragraph of a love story with a given plot. Leader puts story together and reads.

Slang:

One writing greatest number of slang words in given time wins.

Comic Story:

Write a short comic story on given subject, such as "The Weaker Sex." Exchange and read.

Telegram:

Piece of paper given each with ten letters on it. Person must fill in words, using each letter to begin a word. Have telegrams read to the others.

Travel:

Write one hundred words on subject, "How would you spend \$300 given you for the purpose of travel, which must not be used for anything else?" Read and give prizes.

Word Making:

A word is chosen with a fair variety of letters in it,

such as "granulated," "telephonic," and each player writes down all the smaller words that can be made from it, without using the same letter twice in one word, though a word with two "a's" in it might be made, as "granulated" itself has two "a's." The one who has the most words wins.

Pied Names of Presidents (Partial List):

1. Man in cab or hall. (Abraham Lincoln)
2. Yes, glass turns. (Ulysses S. Grant)
3. Son rock and Jew. (Andrew Jackson)
4. Willie mink clay. (William McKinley)
5. Carver delve long. (Grover Cleveland)
6. If gales mead jar. (James A. Garfield)
7. Oft John fears men. (Thomas Jefferson)
8. O shagging rantwe. (George Washington)
9. Jay chins quondam. (John Quincy Adams)
10. Knife lancer rip. (Franklin Pierce)

CHAPTER V

COMPETITIVE SOCIAL GAMES

COMPETITIVE games have a distinct place in the social program, and it is possible to arrange a very attractive evening's entertainment on a competitive basis. This may be in the form of the so-called "Fake" or "Indoor Athletic Meet," or under some other striking head. If desired, the competitive games may be made merely a part of the evening's entertainment.

Experience has demonstrated that an easy way to handle a large crowd is on the competitive basis, with the group divided preferably into two separate teams, arranged on opposite sides of the room, with captains to select representatives for various games, and yell leaders to stir up enthusiasm. If possible, see that every member of each team takes part in at least one game. Make the competition exciting and comical.

For convenience, the events suggested are listed under the headings of "Dashes," "Obstacle Races," and "Field Events."

FAKE ATHLETIC MEETS

The Fake Athletic Meet is a take-off on the customary track and field meets held in schools and colleges. Under the names of various events ridiculous stunts are given. The whole atmosphere is one of fun and laughter. The meet may be extensive and highly organized, providing an entire evening's entertainment; or it may be made merely a part of a larger program.

It is advisable to have judges and officials equipped with score cards, tape measures, chalk, string, and other necessary equipment; an announcer, with a megaphone

or strong voice; and a blackboard on which the score can be kept.

The meet should be adapted to fit the size of the group, place of meeting, age of contestants, etc. Keen competition can be secured by dividing the group into one or more teams named for colleges or high schools; using flags, pennants, banners, yells, and songs. Yell leaders and captains of teams should be selected and the responsibility placed on them for selecting representatives for the various events, and for arousing enthusiasm. Much of the success of the meet will depend upon the smoothness and promptness with which it is conducted.

Each team captain should be given a program of events, with instructions to select the proper number of representatives for each event. The groups may be composed of natural organizations within the larger group in some cases, such as Boy Scout Patrols, Sunday school classes; or they may be selected at random by some of the various methods suggested elsewhere for dividing into groups.

Scoring should be made according to regular track method; 5 points for first place; 3 for second place; and 1 for third place.

The events listed here are merely suggestive, and provide sufficient material for many such programs. A little thought will suggest many other adaptations of events.

If desired, prizes of some kind may be prepared to give to the winning team.

TRACK EVENTS

(May be called 50 yd., 100 yd., 220 yd., 440 yd., etc.)

Bean Dropping:

Place milk bottle on floor. Give each person handful of

beans. Have him stand erect and with arm outstretched at side horizontal, drop beans into bottle.

Blow It:

Have cornucopia shaped papers on strings and have players blow them a certain distance to a goal line.

Chew the String:

A marshmallow or prune is placed in middle of long string. Couples take opposite ends of string in mouth. At signal all start chewing on the string. Couple reaching center first wins.

Egg and Spoon Race:

Player carries blown egg shell in teaspoon, hand extended, with other hand behind him.

Fan It:

A fan and a piece of tissue paper, or feathers, are given each player. Score on one that blows paper to goal and back.

Hopping Water:

Hop 20 feet with glass of water in the right hand.

Pencil Balance:

Lay a pencil across the toes of the foot and walk a certain distance without displacing it.

Whistle It:

Each contestant must eat a large cracker and whistle a tune—which can be recognized by the judges. The one who finishes whistling tune first wins.

OBSTACLE RACES

Bottle Balance:

Sit on large bottle lying on its side, legs extended, with

right heel on left toe. Contestant who succeeds in threading needle in shortest time while sitting in this position, wins.

Bean Extracting:

Player, looking in mirror, removes beans from cup in hand with spoon and places them in cup on head.

Backward Hop Hurdle Race:

Contestants hop backwards over line of small objects.

Backward Walk:

Walk backward length of room without looking over shoulder.

Blind Obstacle:

Prepare obstacle course of several piles of books or other small objects, placed a few feet apart. Blindfold players after letting them observe position of obstacles. Then remove obstacles quietly just before starting race. Encourage runners to jump high, etc.

Book and Umbrella Race:

Couple from each team. Each contestant is given raised umbrella and armful of books, and must run around goal at opposite end of room and back to starting point, keeping together. Any books dropped must be picked up.

Candle Race:

Contestants carry lighted candle length of room and back, circling chair placed in center. If candle goes out, runner returns to starting place to relight it.

Chair Race:

Double row of chairs, back to back. Number ones on each side run around chairs; returning they touch off the next person. Race won as last man returns to chair.

Clothes Hanging Race:

Teams in relay formation, players working in couples. First couple in each team starts with suitcase filled with old clothes of all descriptions. They run to point where line has been erected, and together hang out all clothes in their suitcase. They then run back to start, give suitcase to next couple who go and take clothes from line, etc. Continue until all couples have run.

Drain the Bottle:

Each contestant given baby's milk bottle filled with milk or water. On signal race to see which can drain bottle first.

Elopement:

Couple from each group given suitcase containing both boy's and girl's hat and coat. Each must don these; run to goal; take them off; return them to suitcase and run back to starting point. Next couple repeats operation, etc.

Feed the Blind:

Two contestants from each team are blindfolded. Girl is given five or ten peanuts which she must shell and feed to her partner; or ice cream, or cup of milk and crackers may be used.

Folding Chair:

Teams in columns of couples. Girl holds boy's arm. Boy carries folded chair. Run to goal, girl sits in chair, return, give chair to next couple.

Hobble Hurdle:

Hobble contestants with sacks or rope. Barriers of pasteboard or other light material placed across room. Contestants jump or wiggle length of course.

Inflated Bag Race:

Place strings across room; one for each group. An inflated paper bag should be attached to each string by means of a hairpin, so that it may be blown along the string. Suspend string taut at height of five feet. Contestants blow inflated bags along strings.

Knife Balance:

Place peanuts, potatoes, popcorn, or other objects at one end of room. Contestants carry them on knife to opposite end of room.

Paper Race:

Each contestant is given three pieces of paper (news-papers are satisfactory). All three held in hands at start; then used alternately to step on throughout race. Contestant must not step on floor, and may not place more than one foot on piece of paper at one time.

Pie Race:

✓ Contestants eat pieces of berry pie without use of hands.

Pillow Hurdle Race:

✓ Contestants jump blindfolded over pillows placed at intervals on floor. Stepping on pillow disqualifies player.

Sack Bust:

✓ Group is divided into two divisions, arranged in two opposing lines or in two circles. Each player is equipped with one inflated paper bag. On signal, player at head of line strikes his bag with hand, bursting it with loud report, and immediately hands the remains to next in line, who bursts his bag in similar manner, and passes the remains to next player. Continue to end of line.

Sack Race:

- ✓ Competitors have legs tied in sacks, and jump along to goal in this position.

Triple Obstacle Race:

Three chalk lines made on floor five to seven feet apart; player from each group stationed at each line. At starting signal, first player eats one cracker; runs to second line and whistles. Second player then pushes peanut or potato with finger to third line. Third player then runs to wall into which a needle is stuck, pulls a hair from head and threads needle, without touching needle with hands.

Thread the Needle:

- ✓ Thread needle, unthread, and pass on to next.

Turtle:

Cut turtles out of heavy cardboard. Punch holes in heads and pass strings through; tie one end to chair. By pulling the string and then letting it slack the turtle will be made to move. Flop the turtle over and it will move in opposite direction. Race to line and back. (The kind of animal is immaterial. Boats are often used.)

Walk the Chalk Line:

Player walks along irregular chalk line or string laid on floor while looking through large end of opera glasses. Score according to distance walked before losing balance or before stepping off line.

FIELD EVENTS***Shot Put:***

1. Toss feather weighted with coin or other light object.

2. Inflated paper bags may be used; weights attached if desired.
3. Toss peanuts into mouth of milk bottle from distance of four or five feet. Best out of ten trials wins.
4. Place small candy on nose. At signal juggle it into mouth.

Discus:

Paper plates or flexible cardboard discs are thrown by players from circle. Measure distances.

High Jump:

Contestants from each team line up and test range of voices. Boys preferred; or both boys and girls. One having greatest range wins.

Broad Jump:

Contestants from each team line up and have their widest grin measured with a tape measure.

Javelin Throw:

Fix small sticks with feathers in one end, to form darts. Contestants throw the darts for distance.

Pole Vault:

Contestants jump (or step) over stick held tightly in both hands.

CHAPTER VI

SOCIAL PROGRAMS ON SPECIAL THEMES

It is often desirable to plan the evening's program around a central theme, arranging games, decorations, costumes, refreshments, and all activities in such a manner that they will conform as closely as possible to the dominant note of the evening. For example, if a Backward Party is given, have everything done backward throughout the evening.

Advertisement Party:

Print invitations to resemble ads. Ask each person to wear something suggestive of a well-known advertisement and let the crowd guess the ads.

Paste large ads to cardboard and cut into five or six pieces. Distribute these among guests and ask them to arrange the pieces properly. Each group then puts on a charade to represent its advertisement.

"Billboard" is a game where one person is seated with his back to the group. A large advertisement is then pinned to his back and the audience throws out hints as to what it is. The one who gives it away must take the place of the billboard.

For refreshments, serve articles well known in ads, such as jello, Campbell's products, etc.

Automobile Party:

Arrange a guessing contest based on names of well-known cars.

1. What car carries a warning in its name? Dodge.

2. What car reminds you of Dan Cupid? Pierce-Arrow, etc.

Divide the guests into groups and give each one the name of some car. Then put on a series of races between the groups.

Arrange a pantomime skit illustrating a ride in a Ford. Have a puncture, plenty of cranking, etc., to give action.

Alphabet Social:

Invite the guests to come and learn their a, b, c's. Pin a large letter on each one. Only persons whose letters form a word may talk together. Each word which he helps to form is recorded by the guest on a card. At a given time call for scores and award a suitable prize to one having the longest list. Next line up two complete alphabets (a letter to a person) and have a spelling match. The leader calls out a word and each side tries to be the first to spell it by getting the people together to form the word. The side winning scores a point. (Where the same letter occurs twice, the person wearing that letter must stand in the first place where it occurs and then move to the second place.)

For progressive games at tables, provide three complete alphabets and more of the vowels for each table. Let one table spell names of flowers, another fruit, and another proper names, etc. Allow five minutes and then the two having largest number of words at each table move on to next table.

"I love my love" is a suitable game. See Chapter IV.

Backward Party:

Write the invitations last word first. Meet guests at back door and serve refreshments first instead of last.

Have a drill where the actors wear their clothes back-

ward. Put a bonnet over the face. Bending forward, and other simple movements, will look very funny.

Have a spelling match where short words are pronounced, spelled backward and pronounced again.

Time turned backward makes us children. Ask each person to bring a picture of himself as a child. Have these numbered and on display. Let the crowd guess who the pictures are.

Bonnet Bee:

Ask the ladies each to bring an old, untrimmed hat and some trimming material. Let the men find partners by matching their half of a pictured hat with the lady's half. Each man selects a hat and trims it for his partner. Allow thirty minutes or more, then have a grand march and award a prize for the best "creation."

College Party:

Decorate with college banners and pillows. Use placards to indicate desk for registration, various classrooms, etc. Each person fills out a short questionnaire for entrance examination. The guests are then divided into groups representing the four classes (freshmen, sophomore, etc.). They may sign up for the classes they wish to attend. These may be humorous affairs in charge of various leaders. The last class should be a track meet for everyone. (See section on "Competitive Social Games.") Junior Prom will include finding partners for refreshments.

Fad Party:

Ask each guest to wear something suggestive of his pet hobby, and be prepared to give a convincing talk on its merits. A hobby-horse should hold a prominent place in the room. The guest who is telling of his hobby might

seat himself on this horse as he talks. Cards and pencils to register guesses as to the hobbies represented might be first on the program.

Flower Social:

Decorate with flowers and use flowers as prizes and favors. There are many guessing contests which may be arranged on the subject of flowers (see "Hidden Flowers" and "Flowery Romance" in chapter on "Quiet Games"). A very good one is to prepare cards with pictures pasted on them to represent names of flowers (for example, a goat and a cup for buttercup, flock of sheep for phlox, a rooster and dressing comb for coxcomb, etc.). Progressive games with a great many cardboard letters at each table with which the guests spell names of flowers is good fun. Match flowers (or pictures of flowers) to get partners for refreshments.

Geographic Party:

The invitations should be decorated with a pen-and-ink sketch of the globe and each guest might be asked to wear something suggestive of a certain geographic feature of the earth's surface. A person carrying a bean and calling attention to it by saying, "See my bean," would represent Caribbean Sea, an Alpine staff would suggest the Alps, etc. After these have been guessed, have a geography match. Divide the guests into two groups which line up facing each other. Number one starts by naming a certain place in the world (city, country, river, etc.). Number one on the opposite side must then name a place beginning with the last letter of the word used by the other side. Alternate between sides; anyone failing to give a place (not named before) must drop out. Charades, using the names of cities, are easily worked out. Distribute slips bearing such words as "isthmus,"

"peninsula," "ocean," etc., to match partners for supper.

House Picnic:

Ask guests to dress in sports clothes. When they arrive pin the name of a famous summer resort to the back of each person and let them guess what the place is, from hints thrown out by others. Ask them if they wish to pick flowers, and provide pencil and paper for them to guess the names of flowers as represented by pictures on cards. (See "Flower Social.") Let them fish for trout (celluloid fish in a large pan of water to be snared with large hook on a line) or draw on paper the picture of a fisherman with a rod in his hand and let them be blindfolded and attempt to pin a paper fish to the end of the line in the picture. Play simple outdoor games suitable for indoors, such as bean bag and ring toss. Refreshments should be of true picnic variety and served in picnic fashion. Close the evening by singing popular songs and old melodies accompanied by guitars and ukuleles.

Hard Time Party:

Write the invitations on brown wrapping paper. Ask the guests to dress in poverty-stricken fashion and let the furniture and decorations be in keeping with this idea. The following rules can be printed on the invitations:

1. Every man who appears in a "b'iled shirt" will be subject to a fine.
2. No gewgaws permitted.
3. Every woman will be fined who does not wear a calico dress and apron.
4. All jewelry prohibited.

Play old-fashioned games that require no special preparation or materials.

Serve cornmeal mush in crockery bowls with cream and sugar, brown bread sandwiches, dill pickles and coffee.

"Kid" Party:

Let the invitations contain the lines:

"Backward, turn backward, O time in your flight,
Make me a child again, just for to-night."

The guests should dress as children, play children's games and be served with refreshments of the type that appeal to children.

Literary Evening:

For a general literary evening ask the guests to each wear something suggestive of a certain author (or the name of a book). Provide the guests with cards on which to register their guesses. Arrange a guessing contest whose answers shall be names of authors or names of books. Or let the leader name a book and the first person who calls out the author scores one point. Award a prize to the one with highest score. Match names of famous lovers of fiction to find partners for refreshments.

Special literary evenings can be arranged for some of the more popular authors on the anniversary of their birth. Very interesting programs can be arranged for the following well-known writers:

Shakespeare—April 23 or 26: Arrange romance where answers to questions are names of his plays. Read a list of quotations taken from the Bible and Shakespeare and let the guests mark the source of each one.

1. He winketh with his eyes, he speaketh with his feet.
(Bible.)
2. Like madness is the glory of this life. (Shakespeare.)
3. 'Tis cruelty to load a falling man. (Shakespeare.)

4. Stolen waters are sweet. (Bible.)
5. Love not sleep lest thou come to poverty. (Bible.)
6. The glory of young men is their strength. (Bible.)
7. Look! what I will not, that I cannot do. (Shakespeare.)
8. Life's but a walking shadow. (Shakespeare.)
9. A man that hath friends must show himself friendly. (Bible.)
10. How weak a thing the heart of woman is! (Shakespeare.)

Dickens—*February 7*: Ask guests to dress to represent characters from his book.

Longfellow—*February 27*: Have living pictures to illustrate *Evangeline*, *Hiawatha*, and *Miles Standish*.

Burns—*January 25*: Let this be an entire Scotch evening.

Benjamin Franklin—*January 17*: Give a proverbial party and use *Poor Richard's Almanac*. Read selections from his autobiography.

Whittier—*December 17*: Give a snow party and as one feature have parts of "Snow Bound" read, or dramatized.

Musical Evening:

Invitations can be headed with a line of music and rolled to imitate music roll. Various games and guessing contests can be arranged on the theme of music.

Have a skilled musician play a few measures from each of a list of ten popular songs, or famous hymns, and let the others write the names of the songs. A musical romance of Civil-War days is similarly guessed. The hostess reads the questions and the group guesses the answers from a snatch of song played on the piano.

1. The hero's name—Robin Adair.
2. The heroine's name—Sweet Marie.

3. Where he was born—Dixie.
4. Where she was born—Maryland, My Maryland.
5. Where they met—Coming Through the Rye.
6. At what hour of the day—In the Gloaming.
7. When did he propose—After the Ball Was Over.
8. What did he say—There's Only One Girl in the World for Me.
9. What did she say—I'll Leave My Happy Home for You.
10. What did he bid her—A Soldier's Farewell.

A musical hunt is arranged by placing numbered objects about the rooms and blanks provided on which to register the guesses.

Musical terms may be represented thus:

1. Clock—Time.
2. Yardstick—measure.
3. Doorkey—key.
4. Flatiron—flat.
5. Nursery rime—lines.
6. Carving knife—sharp.
7. Necktie—tie.
8. Cane—staff.
9. Promissory note—note.
10. Kitchen scales—scales.

Many others may be added to the list.

Buried musicians or buried musical terms are arranged by writing sentences which contain the name or word with the letters consecutively written but not necessarily in the same word. Let guests underscore the words.

If he asks your *hand*, *Eliza*, do not say nay. Handel.

Liz still improves from day to day. Lizst.

Not everyone can play. Note.

The *rascal* escaped from prison. Scale.

Give *me* a *sure* cure for poison oak. Measure.

Musical chairs can provide an active game (see "Going to Jerusalem" under "Active Social Games").

Mother Goose Social:

Write the invitations on child's stationery and ask guests to come in costumes to represent some Mother Goose character. This would provide a guessing contest for the first part of the program. If costumes are not worn, distribute slips of paper on which are written a single line of some Mother Goose rime. The persons get together to form the complete rime and then are asked to illustrate the rime in pantomime.

A very delightful affair can be arranged with a little time and thought by asking certain groups to come prepared to give a certain rime in pantomime (ask them to arrange costumes). Have the pantomime accompanied with music and let someone sing the rime as it is acted out.

"Illustrated Mother Goose Rhymes." Pass out slips bearing name of some familiar rime and let each person illustrate his on a card or on a blackboard. Guests register guess as picture is drawn.

National Evenings:

Any number of interesting evenings can be arranged on the national theme. Use the national colors to decorate; sing the national songs; serve some dish characteristic of the country. Such evenings can be made very instructive as well as entertaining, with a little thought and preparation. Those which lend themselves to most picturesque treatment are, Chinese, Japanese, Spanish, Italian, Dutch, Hawaiian, etc.

Old-Fashioned Party:

Ask everyone to come in old-fashioned attire and let

each person choose an old-fashioned name. Arrange for a concert of old-fashioned songs. Twenty singers can furnish a delightful evening's entertainment in this manner.

Old-Time School Party:

Dress in old-fashioned costumes. Arrange room to resemble old-fashioned schoolhouse (consult the older people here). Let teacher wear spectacles and an apron, have a birch rod and a bell. Have roll call (of old-fashioned names). Reading, writing, and arithmetic can be taught before recess, and a spelldown or geography match held after recess. Use "tongue twisters" for the reading lesson ("She sells sea shells," etc.). Writing can be done on a blackboard with the left hand. Arithmetic can be real tests in mental arithmetic, but close the lesson by announcing numbers and letting the pupils suggest objects to which the number applies. Five would suggest five zones; 2, two hemispheres; 4, four seasons, etc.

Recess offers a chance for some old games—Drop the Handkerchief, Ruth and Jacob, Blind Man's Buff, Still Pond, etc. If school lunches have been brought, they can be eaten at this time.

Have a real spelldown or geography match, using an old-fashioned spelling book for the first.

This social offers a good chance for the young folks to entertain the older people. They will be able to offer many suggestions and in most cases will enter heartily into the fun.

Progressive Party:

This offers variety and change. The crowd travels around to three or four homes, enjoying part of the program at each place. If the group to be entertained is very large, it may be divided into sections and all four

homes will be in use simultaneously by different groups, which then move on for another part of the entertainment.

States Party:

Divide the crowd into groups, according to the native State of each person. Let each group put on a stunt, skit, song, or charade to represent its State.

Prepare a large map of the United States and cut it apart into States, numbering each piece. Pin these pieces about the room and let guests guess the name of each. Then collect the pieces, give them out, and have the groups reconstruct the map by pinning the pieces to a sheet hung on the wall.

Another guessing contest can be arranged with the nicknames of the States.

Distribute slips with names of States to boys, and names of capital cities to girls, and let them find partners for supper by matching these properly.

Other Suggested Themes:

Animal, Art, Biblical, Butterfly, Baseball, Bell, Cobweb, Curio, Colonial, Dressmakers, Fudge, Grecian, Magazine, Nut, Post-card, Porch, Soap Bubble, Superstition, Travel, White Elephant Social.

CHAPTER VII

SOCIAL PROGRAMS FOR SPECIAL OCCASIONS

THERE is always a great demand for material suitable for Special Day programs. There are many admirable books available, giving detailed programs for such occasions. A list of such books will be found in the Bibliography.

In this chapter will be found a list of ten of the most popular days, with general suggestions for programs suitable for each day. No effort is made to outline programs; but a number of suggestions are made, from which an intelligent leader should be able to formulate an attractive program. The suggestions are listed under four headings: "Invitations"; "Decorations"; "Activities"; and "Refreshments."

April Fool's Day:

Invitations:

Write on colored paper and fold to represent a dunce cap.

Decorations:

Spring flowers.

Have foolish snares around the rooms—flowers sprinkled with pepper or snuff, coins glued to floor, toy spiders, etc.

Doll dressed as court jester for center of table.

Activities:

Someone in clown costume to act the fool all evening.

Game of "Telegrams" (See chapter on Quiet Social Games).

Bowling Backward: Place small ninepins at end of room, kneel on floor and toss ball over shoulder; keep score of those knocked down.

Hunting for Peanuts: Give prize to one who finds the smallest number, or hide shells instead of peanuts.

Crowing Catch: Instruct everyone to keep still but two persons. At given signal each person is supposed to imitate an animal but only the two people crow vigorously.

Sound the dinner gong, when guests get to dining room, announce, "Dinner is *not* served."

Obstacle Race: Place objects on floor, blindfold person and let him attempt to step over the things (which have been removed).

Repeat tongue twisters.

Refreshments:

Menu served backward.

Chocolate creams stuffed with cotton, or button molds covered with chocolate.

Printed menu with April fool substitutes for the real articles.

Christmas:

Invitations:

Write on paper Christmas trees, holly leaves, stockings or stars. Make it a Mother Goose party for the children and let them dress to represent some character.

Decorations:

Evergreens, holly and mistletoe; cotton to represent snow; Christmas tree; holly wreaths tied with red bows of ribbon; red and green streamers of crepe paper.

Activities:

Christmas tree—each guest brings a small gift with a verse attached to exchange.

Make Christmas tree decorations and decorate several small trees to be sent to poor families or institutions.

Sing Christmas carols.

Cut up Christmas postals in about five pieces each. Mix these and place in center of table. Let guests put them together.

Invite a few guests and make Christmas candies.

Read part or all of some good Christmas story such as Dicken's "Christmas Carol" or "The Birds' Christmas Carol."

A formal program of Christmas selections, musical and literary is good.

Candle race: (See chapter on Competitive Social Games).

Make and fill candy bags for poor children.

Refreshments:

Apple snow with custard sauce and star cookies, etc.

*Fourth of July:**Invitations:*

Write slips of paper and enclose in imitation firecrackers.

Write card with patriotic design.

Designate the party as a "Cracker Party," "Red, White, and Blue Party" or an "Independence Party."

Decorations:

Patriotic—flags and bunting; red, white, and blue flowers.

Liberty bell, drums, firecrackers.

Activities:

A simple drill by children dressed to represent firecrackers. (Use hat boxes painted red for body, cover arms and legs with black stockings.)

Red, white, and blue contest. Provide each couple with card ruled in three parts. The girls dictate and the men write down all the objects which are red, white, or blue.

Balloon Race: Divide crowd into three groups. Use red, white, and blue balloons. Pass these down the three lines from hand to hand. Or form a large circle and number off by threes. Start the balloons with a person of each number and pass them around the circle, each number passing only to persons of that number.

"Pop-ity-pop" (see chapter on Quiet Games). This can be varied by using "crackety-crack" or the two might be used interchangeably. Make it snappy and it will sound like firecrackers.

Guessing contest based on words ending in *nation* (see chapter on Quiet Games).

Progressive games—keep score with tiny flags which are pasted to the score card.

Sing patriotic songs.

For an "Independence Party" have spelling match to test the guest's independence of the dictionary, a button sewing contest for men to test independence from wives and a pencil sharpening contest for women. Let the guests serve refreshments to prove hostess' independence of servants.

Refreshments:

Pink lemonade and wafers.

Ice cream and cakes with tiny flags stuck in them.

Sandwiches tied with blue ribbon, red and white radishes, cake and coffee.

Hallowe'en:

Invitations:

Write on slips of paper with lemon juice. At the top of the slip write in pencil the words: "Hold me before a candle." (Note: the words will show only when heated.)

Write with white ink on black cut-outs of owls, cats, witches, etc.

Write on slips of paper and wrap in corn husks.

Decorations:

Corn with husks turned back; trailing grape vines.

Corn stalks, pumpkins, autumn fruits and foliage, chrysanthemums, black cats, witches, bats, owls. Use plenty of mirrors to reflect weird surroundings.

Hold affair in a barn, garret, kitchen, or back yard preferably. Ghost figures here and there. Make animals out of vegetables and fruits to decorate table.

Activities:

Fasten candle to card. Hold at arm's length and blow out the candle. Number of blows indicates number of years until marriage.

Hide ring, thimble, and penny. The one who finds the ring will marry first; the thimble denotes single blessedness; the penny promises wealth.

Burn alcohol and salt to give ghostly light.

Fortune-teller in gypsy costume to read palms.

Roast nuts and apples. Pop corn, pull taffy.

Bob for apples. Peel the apple in one continuous piece and drop over shoulder, this reveals initial of fated one. Eat the apple but keep the seeds and count them according to the old rime.

Read characteristics for persons born in each month or have such a list hung in an accessible place for ready reference. (See an almanac.)

Guessing contests: number of peanuts in a pint, grains on an ear of corn, grapes on a bunch, leaves on a bough, etc.

"Nuts to Crack": A guessing contest where the answers are names of nuts, or conundrums written on slips of paper and slipped in empty peanut shells.

"Shadows": Use sheet and lamp to cast shadows. Have half of party guess names of other half from shadows.

"Spearing at Fate": Hang a pumpkin, on which the alphabet has been burned, in an open doorway. Whirl it and let guests spear it with a meat skewer. Letter will indicate initial of mate's name.

"Good Luck Game": Hang a horseshoe in a doorway. Guests who succeed in throwing a small apple through this will have good luck for ensuing year.

Tell ghost stories.

Have guests perform amusing physical stunts. (See chapter on "Stunts.")

Refreshments:

Nuts, apples, doughnuts, pumpkin pie, cider.

Peanut butter sandwiches, apple and celery salad, coffee.

Favors might be cardboard objects to represent charms with instructions how they are to be worn.

Lincoln's Birthday:

Invitations:

Use utmost simplicity here and throughout the evening.

Decorations:

The patriotic note would be appropriate. A picture of Lincoln. A small log cabin surrounded with a rail fence for a table centerpiece. Place cards or favors might be little black china dolls dressed in bright colored pinafores. The motto, "With malice toward none, with charity for all," above fireplace or on place cards.

Activities:

Let the guests be prepared to relate Lincoln anecdotes. Sing patriotic songs of the Civil War period and darky melodies suggestive of slave days.

Have part or all of "The Perfect Tribute" by Mary Andrews read.

A guessing contest based on Civil War events, the names of famous generals, or songs of the Civil War period, could be easily arranged.

Refreshments:

Something simple but suggestive of the cookery of the South.

*New Year's Day:**Invitations:*

Write in the form of a New Year's Resolution.

Draw the dial of a clock and mark the hours from nine to twelve with red ink; write invitation below or on reverse side.

"Father Time and Mother Earth, assisted by their four children, will give a farewell party to their son, Old Year, December thirty-first from nine until twelve, at——."

Decorations:

Arch over doorway or fireplace bearing the dates of

the old and new years, or the motto, "Ring out the old, ring in the new," or simply the words, "Happy New Year."

Holly, mistletoe, and evergreens. Balls of cotton suspended from threads of different lengths to represent snow. Large clock or hourglass placed in conspicuous position. Sleighbells hung where they will jingle occasionally.

Host and hostess dressed to represent Father Time and Mother Earth may be assisted by four young ladies dressed to represent the seasons. (Spring in pale green, wearing blossoms in her hair; Summer in rose, wearing roses; Autumn in yellow with trimmings of autumn leaves; Winter in white with sprig of holly, a gold star bound to her forehead.)

Let Spring present the game of "Hidden Flowers" (see chapter on "Quiet Games"); Summer, a race where toy balloons are fanned across the room and back with palm-leaf fans; Autumn can present "Nuts to Crack." These are conundrums which she reads, tossing a nut to the one who answers first. (Give prize for one with most nuts.) Winter can introduce a candle race (contestants light candle and walk certain distance and back. If candle goes out they must return and relight it).

At twelve o'clock usher in the New Year. (A tiny girl dressed in white with wings of tarlatan. She might distribute little calendars as favors.)

The entire program might be developed around the theme of bells. Write the invitations on paper bells. Decorate with bells. Use songs and poems which have the theme of bells. Arrange a guessing contest where the answers are the names of different kinds of bells.

One could invite friends to come and help turn over

some new leaves. In that case the decorations and games should introduce the leaf motif. A calendar social is also appropriate for the New Year. Let each guest wear something to suggest an important date in history. Provide cards on which they can record the name of each person and the date which they think he represents. A dainty calendar would make an appropriate gift for the one guessing the largest number. Divide the crowd into twelve groups and let each group put on a game, stunt, or song appropriate to one of the twelve months. Let stuffed dates form a part of the refreshments.

Refreshments:

Let Four Seasons serve the following:

Spring—sandwiches with lettuce leaves.

Summer—fruit salad.

Autumn—salted nuts.

Winter—ice cream and coffee.

(Or) Apple snow with a custard sauce would be appropriate. Favors could be gilded wishbones tied to cards on which good wishes are written.

Saint Patrick's Day:

Invitations:

Write on paper shamrocks, harps, or snakes.

Use the Irish brogue in wording the invitations.

Decorations:

Green crepe paper streamers, trailing green vines.

Potted shamrocks, a Blarney Stone.

Daffodils.

Paper shamrocks pinned to curtains.

Candle holders made from Irish potatoes.

Toy snakes.

Activities:

Various kinds of potato races.

Reading or telling of Irish jokes.

Soap bubble blowing contest (Irish clay pipes tied with green).

Sing Irish songs.

Charades to represent names of Irish towns, for example, Cork, Dublin, Belfast, etc.

Game of "Hot Potato" (tossing a knotted handkerchief about the circle. Person in center tries to catch it or touch person holding it).

"Chasing the Snakes out of Ireland": Make four cardboard snakes eighteen or more inches long. Divide the crowd into two groups. Each group stations half of its men at each end of the room. One person from each group starts from a given line and lays his two snakes end to end clear across the room. His partner then returns in the same manner. This continues until all players of groups have run. The side finishing first wins.

Refreshments:

Potato salad on green lettuce leaf, sandwiches, pickles, and coffee. Ice cream with shamrock motif in center, cake and green mints. Mint punch (lemonade and ginger ale with bruised mint leaves) and cookies shamrock shape.

*Thanksgiving Day:**Invitations:*

Write on cardboard pumpkins, horns of plenty, or turkeys. If Puritan idea is used, write on gray cardboard and draw pen-and-ink sketch of a Puritan figure. Use the old English word "ye" instead of "you."

Decorations:

Autumn vines and foliage; chrysanthemums and



CHAIN TUG OF WAR

dahlias; autumn fruits and grains; pictures of Puritan characters and scenes.

Make vegetable bird for centerpiece; body, a squash; head, a turnip; tail of parsley; cranberry eyes.

Activities:

Guessing contests: Number of grapes in a certain bunch, number of seeds in a pumpkin, number of nuts in a jar, number of kernels on an ear of corn, etc.

Guessing a Thanksgiving menu when each word is pied, for example, Yetruk (turkey).

Quaker meeting (see chapter on "Quiet Games").

Have someone tell of Puritan days and customs.

Contest: Stringing wet pumpkin seeds.

Pass cards with the words "Thanksgiving Day" at the top. Allow ten minutes to see how many smaller words can be formed with the letters contained in these words.

Thanksgiving Day is always a family day, therefore a contest for guessing relations is appropriate:

1. Your father's uncle's brother's sister? Great aunt.
2. Your aunt's mother's father's wife? Great grandmother.
3. Your mother's nephew's daughter's son? Third cousin.
4. Your brother's son's sister's mother? Sister-in-law.
5. Your sister-in-law's father-in-law's grandson? Nephew.
6. Your sister's father's stepson's mother? Stepmother.
7. Your uncle's father's only granddaughter? Yourself.
8. Your brother-in-law's wife's grandmother's husband? Grandfather.

Refreshments:

Coffee; apples and nuts.

Chicken sandwiches, olives, chocolate and cake.

*Valentine's Day:**Invitations:*

Write on paper hearts.

Invite guests to wear something to suggest some famous lovers in history or fiction.

Decorations:

Red and white: roses and festoons of red hearts.

Pink and white: pink roses, bowknots, ferns and strings of pink hearts.

Activities:

Guessing contest based on the characters represented by the guests.

Guessing contest: "Flowery Romance" (see chapter on "Quiet Games").

Progressive games with heart-shaped score cards.

Valentine box: Each guest brings one to place in box. Later have them distributed and read.

Making of valentines from bits of lace paper, pictures, etc. Award prize for prettiest or most clever one. It adds to the fun if each person is given the name of another guest for whom the valentine is to be made.

Writing of valentine rimes.

Proposals: Provide girls with paper hearts and mittens. Boys create opportunities to propose during the evening. The man winning the most hearts should be rewarded.

Archery contest: Large cardboard heart divided into sections marked matrimonial success, single blessedness, three times married, etc. Blindfold players and let them throw paper arrows tipped with pins.

Heart hunt: Hide one red sugar heart and many paper hearts, gold, silver, red, and white. The sugar heart means first to marry; the others score points: gold, five;

silver, three; red, two; white, one. Boy and girl with largest score are crowned king and queen of hearts.

Drawing hearts: Blindfold players and have each draw a heart on the blackboard and write his name in the center.

"A Knot-tying Party": Let guests march into adjoining room to wedding march; here they find a comfort ready to tie.

Refreshments:

Heart-shaped sandwiches and wafers with pickles and coffee.

Ice cream with heart motif and pink iced cakes.

Washington's Birthday:

Invitations:

Write on a leaf attached to the back of a large red cherry or upon a paper hatchet tied with tricolored ribbon; or on a card bearing a colonial silhouette.

Decorations:

Patriotic: Flags, pictures of Washington, his wife, and his home.

Colonial: Antique furniture and appointments. Use candle light where possible.

Activities:

Have several couples in colonial costume dance the minuet.

Guessing contest where the names of the Presidents of the United States are pied (see chapter on "Quiet Games").

Pin pictures of the Presidents about the room; have each one numbered and provide guests with paper and pencil to record their guesses (see small sized Perry Pictures).

"Cutting Down the Cherry Tree" can create much merriment. Have a tree made of clay and a small toy hatchet. Blindfold each guest and let him attempt to cut the tree down.

Pin names of Revolutionary characters to backs of guests. Let them guess whom they represent by hints thrown out by others.

Refreshments:

Cherry ice and cake. Candied cherries.

For colonial evening serve Virginia fried chicken with rice, waffles, and maple syrup.

Favors could be tiny cockade hats filled with candies.

CHAPTER VIII

SOCIAL STUNTS AND SKITS

ONE of the most popular forms of social entertainment is the social stunt or skit, which may be presented to an audience from the stage. It may feature animated talking combined with action, or it may be entirely in pantomime. It should be simple enough in plot and in technique to require very little equipment, and little preparation or rehearsing. Many are so simple as to be handled easily in an impromptu manner. The skits may be purely comedy, or they may feature real talent of various kinds.

Advertising (Charades):

Popular advertisements are acted out, to be guessed by the audience. For example, "Colgate's lies flat on the brush." Someone places brush on the floor and lies flat on it. "Wool Soap" might be illustrated by a fat person looking at a sweater that is several sizes too small for him. Almost any advertisement containing a well-known motto can be presented in this manner.

Afraid of the Water:

Three or four people appear on stage, dressed in bathing suits. They approach imaginary water, and pretend to warm up a little before dashing in. They then stick in tips of toes; draw back; feel water with their hands; shiver; venture in, drawing feet up high at each step; and take hold of hands. Finally they advance slowly into the water, and all duck down suddenly, giving a loud yell; and immediately turn and dash off the platform.

A Co-ed's Troubles:

A popular co-ed receives calls from four of her suitors in the same evening. She resorts to various schemes to hide the presence of each from the others. Conversation is carried on in pantomime.

When second suitor rings, the co-ed excitedly forces first caller to his knees, has him hold a large tray over his head, and throws a table cover over all, converting him into a table.

When the third suitor arrives, the second caller is converted into a hat rack by covering his head with an overcoat; thrusting his arms part way through the sleeves; and hanging a hat on one of the arms.

When the fourth suitor appears, number three is placed in an ordinary chair with his arms forward; and a cover is thrown over him to represent an arm chair.

Number four enters and sits down in the arm chair which tumbles over and hits the hat rack. The hat rack in turn topples over striking the table, and all fall in a heap. The co-ed screams and swoons. Curtain.

Each suitor should bring some gift, such as candy, flowers, or books. The scene is made more thrilling if number two tosses a book onto the table, and number three hangs his coat and hat on the hat rack.

Bride and Groom:

Dress an impersonator so that one side looks like a man and the other side like a woman. This is accomplished by putting a man's clothes on first, then drawing a woman's dress over, so that only one side shows. The impersonator carries on an animated dialogue between a supposed bride and groom, turning the masculine side toward the audience when the groom is talking, and the feminine side when the bride is talking. Use a deep voice

for the groom and a light voice for the bride. A full romance may be depicted, illustrating love making, quarreling, and making up.

An interesting variation is to have several persons dressed in similar manner. They stand in file and sing the Romeo and Juliet song, turning the masculine side toward the audience whenever Romeo's name is mentioned, and the feminine side when Juliet's name is mentioned.

Clairvoyant:

Clairvoyant leaves the room and on his return undertakes to name the person whom his confederate pointed out during his absence. It is understood between the two that the person to be pointed out is the one who spoke last before clairvoyant left the room.

Dwarf Exhibit:

Two persons play the dwarf. A third acts as exhibitor. and should prepare beforehand a humorous speech telling the history and accomplishments of the dwarf. Place a table on the platform and cover with a cloth or curtain reaching to the floor. One person stands behind the table and puts his hands on it; these with arms form feet and legs of dwarf. Put pair of shoes on hands, and a pair of boy's trousers on the arms. Second player stands behind first and passes arms under first one's shoulders. Put a coat on the arms and button down figure of the first player. Throw a cape around his neck, so arranged as to cover the head of person behind. Hands of second person acts as hands of dwarf. As exhibitor recites his various accomplishments, the dwarf performs comical movements with both hands and feet. He may make a speech in a thin, falsetto or heavy bass voice, or speak any humorous piece, making gestures with hands to ac-

company speech. Then dwarf dances, and suddenly in the midst of a fast step both feet are lifted from the table and remain suspended in the air for a few seconds, producing great exhaustion by the effort. In making parting salute to the audience, the dwarf may astonish them by throwing kisses with his feet.

The Goops:

A sweater is buttoned around the lower part of the body below the waist. A stick is put through the sleeves with gloves attached at each end. A pillow case is put over the head with arms held high inside the case and is tucked in and fastened securely at the waist. The goop then appears to have a very large head and short body. He enters, wobbling from side to side as though top-heavy, and sings a song, or dances a simple folk dance in an awkward and ludicrous fashion. Several persons may be so dressed and work together on a song or dance.

Impersonations:

Famous and local characters may be impersonated in appearance, action, and talk, the audience trying to guess who is being impersonated.

Impromptu Artists:

Several, chosen as artists, stand facing audience with large paper bags over their heads. With pieces of charcoal they make features on front of bags, including eyes, ears, nose, etc. Prize may be given.

Italian Grand Opera:

Arrange a touching love scene with singing and very dramatic action. Have singers use words with an Italian flavor, such as Spaghetti, Parchesi, Tamale, Macaroni, etc. A mock accompaniment on piano may be played with great flourishes, without striking keys.

Lyceum Bureau:

Lyceum Bureau represented. Applicants received and tested, each giving a sample of his art. Several are rejected; one because of size of ears, another because his nose wiggles when he sings, etc. This may provide a really delightful program.

Mind Reading:

Pass around slips of paper and ask each person to write a word, sentence or question. The slips are then folded and collected. The mind reader (who may array himself as a mystic or wizard, if desired) takes one slip at a time and rubs it across his forehead, pretending thereby to imprint the words on his mind. After a minute or two of such action he says he now can tell what is written on a slip, thus adding to the fun. Each time he tells what is written on a slip he asks the person who wrote it to verify his statement, as to whether he read correctly or not; he also looks at the slip himself to verify it. This continues until all the slips are read. The process is simple enough. The first time he uses a question or word of his own, he pretends to verify it, but really reads what is written on the slip and thus is prepared to read the next slip. His own slip is the last one used.

Musical Gymnasts:

Quartet, with heads only showing above sheet, sing a song. At end of song apparently stand on heads and repeat chorus, feet only showing. This is done by having shoes on hands and raising them above sheet. Just before end of chorus, one person, who is holding sheet, accidentally drops end.

Panacea for All Ills:

Fasten two stuffed heads with features marked and

with hats, on the ends of umbrellas. Just below each one, with a fur boa or some neck piece to fill the gap, loosely drape a long kimona. Open one umbrella and have a very tall girl hunch down inside it, appearing to be a very short, fat woman. She waddles into the office with great difficulty and with much puffing and wheezing asks to be made thin. The doctor looks at her in dismay, then seizes a bottle and a huge spoon and pretends to pour some medicine down her throat and tells her to stand still one minute, after which the medicine will begin to work. The other umbrella is kept closed and a short girl gets under the kimona, holding the umbrella high above her head. She walks into the office with a fussy, nervous step and demands in a squeaky voice that she be made fat. The doctor stands on a chair and administers the same treatment. Soon the fat one begins to shoot up in height while the thin one rapidly sinks until she is short and fat. The short, fat woman, of course, has closed her umbrella and stands up straight, holding it high above her, while the tall, thin woman opens her umbrella and pulls it way down. They thank the doctor vociferously and depart fully satisfied. The conversation is impromptu.

The Pipe Organ:

Pipes are made of stiff paper large enough to go over girls' heads. Slits are cut for mouths. Hands held out in front form keyboard, on which organist plays, sitting on stool. Curtain in front of girls below pipes. Each girl represents a different note or notes.

Stage Scene:

Two persons at extreme sides down stage representing curtain. Two persons extreme sides up stage representing the scenery.

Characters: King, Queen, Princess, Lover.

ACT I.

The curtain rises.

1. I am the King.
2. I am the Queen.
3. I am the daughter of the King. I am the daughter of the Queen.

The curtain falls.

ACT II.

The scenery shifts; the curtain rises.

1. I am the King.
2. I am the Queen.
3. I am the daughter of the King. I am the daughter of the Queen.
4. I am the lover of the daughter of the King. I am the lover of the daughter of the Queen.

The curtain falls.

ACT III.

The scenery shifts; the curtain rises.

1. I am the King.
2. I am the Queen.
3. I am the daughter of the King. I am the daughter of the Queen.
4. I am the lover of the daughter of the King. I am the lover of the daughter of the Queen.

Lover: "King, may I marry your daughter?"

King: "No!" (*Lover hits king on head and knocks him dead.*)

Lover: "Queen, may I marry your daughter?"

Queen: "No!" (*Lover knocks her dead.*)

Lover: "Princess, will you marry me?"

Princess: "I should say not!" (*Lover knocks her dead.*)

Lover: "Cruel, cruel world!" (*Commits suicide.*)

The curtain falls.

If there is a red-headed person in the company, he or she may represent the footlights.

Ventriloquism:

One person introduced as famous ventriloquist; four or five others as dummies. Animated conversation between ventriloquist and dummies. He pretends to be real ventriloquist by moving lips while dummies are speaking, but tries to conceal it. Dummies answer mechanically and move lips in stiff, unnatural manner. Sometimes ventriloquist fails to move lips and dummies continue to talk. At end, when ventriloquist is not looking, dummies suddenly come to life and walk to front of stage, bowing profusely. Ventriloquist makes exit in confusion.

A variety of unique and pleasing entertainments including Japanese Frolic, Holiday and Seasonal Plays, Historic Dialogues, together with literary and legendary exercises may be found in a book entitled *Successful Entertainments*, by Willis N. Bugbee.

SUGGESTIONS

1. For school skit—an assembly period may be given; taking off the different teachers and pupils who usually take part in exercises.

2. Love scenes may be worked up using numbers of A. B. C.'s for words. A "take off" on the Ladies' Aid Society using the A. B. C.'s is very amusing.

3. Have comical interpretations of melodramatic poems or readings. Have "Property Woman" for instance; when there is such a line as "she gave him the hand," let her give him a padded mit as if there were a hand inside, etc., or "she fastened her eyes on him," pin some paper eyes on him, etc.

Note: An excellent selection of get-acquainted games and skits will be found in *Ice-Breakers*, by Edna Geister.

CHAPTER IX

PLAYGROUND GAMES

THE informal playground games have a very definite educational influence in stimulating keener observation, getting quicker reactions, quickening the sense perceptions, and the imagination, and in developing agility and skill. Their social value is incalculable, and they are worthy of far wider use in recreational programs.

Most of them emphasize the primitive instincts of hunting, chasing, fleeing, and capture. Some are highly competitive, others less so. In most cases their formation is of the circle or line type.

Black and White:

Players divided into two teams, equal in number, and standing in parallel rows. A disk, black on one side and white on the other, is twirled. If white side comes up, the white team may tag the black. The blacks are safe if they can stoop before being tagged. Any player tagged drops out of game. If the black side of disk comes up, the blacks tag the whites. Team wins that puts out all opponents. Keep players alert by frequent twirling of disk. (Or, instead of stooping, players may run to specified goal. Those caught may join opponents instead of dropping out.)

Bombardment:

Line drawn across center of field. Two sides chosen; each player has Indian club which he stands up in line with others of team back of line, and must keep it standing while opponents throw basketball to knock it down.

A number of balls are kept going, and must be thrown as soon as received. If club is knocked down, it must be righted before ball is returned by guard. Each club knocked down counts for score of opponents. Players may run to line to throw ball. Side first winning number of points decided on is winner. (Or clubs may be left down when knocked down, and side wins which first knocks down all of opponent's clubs.)

Bull in the Ring:

Players clasp hands and form circle. One person, the bull, is in the ring. He tries to break out; when he succeeds, all break and run to catch him. The one catching him becomes bull for next game.

Cap Tag:

One person is "It." One person holds cap in hand. The "It" runs after him and if the latter is tagged, he becomes "It." Person having cap may throw it to the other players if he is in danger and "It" then chases person holding cap. If cap is dropped, person dropping it becomes "It." A game called "Poisoned Handkerchief" is played in same way. Circle is formed, and "It" is in the center trying to tag person with the handkerchief.

Chain Tug of War:

Players in two teams, in file formation, each player clasping one in front of him around waist. Front player of each team clasps hands with opposing team leader (or leaders may grasp wand, rope, etc.). At signal all begin pulling. Side wins which pulls opponents greater distance.

Chips (Stealing Sticks):

Two leaders are required to choose sides. Two bands line up in front of a line, each side guarding against the

enemy. Back of the line each has drawn a circle in which a dozen chips are placed. The object is for each side to steal the chips of its enemy. If the thief is caught before he puts his foot in the circle, he remains until some of his men can get him out. One chip, or one person only can be taken at one time.

Circle Stride Ball:

Players in circle, in stride stand position. One player in center attempts to throw ball out of circle between feet of some player, who prevents by use of hands only. If successful, that player must chase ball and try to throw it back into circle in same manner, players facing outward.

Dodge Ball:

Half of players form large circle; other half stand within, scattered. Circle players have basketball with which they try to hit feet of dodgers in circle. When dodger is hit he drops out. All "dodgers" out, they become circle for next game. Each side is timed to note time required to put each circle out.

Hill Dill:

Two parallel boundary lines are drawn from 30-50 feet apart; one player is chosen to be "It" and stands in the center. The other players stand in two equal groups beyond the boundary lines, one group on each side. The center player calls out, "Hill, Dill! come over the Hill!" The other players then change goals and as they run across the open space the one in the center tries to tag them. Any who are tagged, assist him in tagging the others.

Hound and Rabbit:

Three players form tree by standing in circle formation

with hands on each other's shoulders. Fourth player, Rabbit, stands inside of tree. There are a number of trees, rabbits, one odd rabbit, and a hound. Hound chases rabbit, rabbit darts into tree. No two rabbits allowed in same tree. When one rabbit enters a tree, the rabbit already in the tree must flee for safety to another one, etc. When rabbit is tagged he changes places with hound, who in turn becomes rabbit.

Hunt the Fox:

Players form two parallel lines. Leader of one line is fox; leader of second line is hunter. Fox runs in and out among his own players, then in and out among players of other line, trying to reach his own place again, before hunter can tag him. Hunter must follow in footsteps of fox, and failing to do so must go back over trail and repeat. Fox may skip several players in his weaving in and out among them. If tagged, he changes place with hunter, and takes the place at the head of hunter's file, while former hunter goes to the foot of the fox's file. Chase goes on as before.

Japanese Tag:

The one who has been tagged must place his hand on the spot touched, and holding this position he must chase the other players until he has tagged one of them, who in turn becomes "It."

Mat Tag:

Suitable for gym or other enclosed space. Several mats are placed on floor at some distance apart, preferably in circle formation. (Other forms of bases may be used.) Players run around circle from one mat to another, while extra player or two try to hit them with soft indoor ball or tennis ball. Any player struck

changes places with thrower. Runners safe only when standing on mat or base.

Pig in a Hole:

Players in circle formation, each supplied with stick or wand. Each player digs small hole in front of his place in circle. One extra player in center of circle with larger hole tries to get "pig" (basketball or other ball) into center hole with his stick, while other players try to prevent him. Game begins with all players placing sticks in center hole under ball. On signal all lift ball with sticks and rush to small holes, each player putting end of stick in hole. One player is left without hole and becomes "It." When other players withdraw sticks from holes to prevent him getting pig back in center, he may take their hole, then they become "It." If "It" gets ball in center, game begins over again.

Poison Snake:

Divide the players into small circles of about eight each. In the center of each circle place an Indian Club. This object in the center of the circle is "poison." The players grasp hands and, by pushing and pulling, try to make one of the players touch or overthrow the poison. The player doing so is poisoned and must leave the circle. This continues until one is left. Several clubs may be used. Or a small circle on floor may be the "poison circle."

Prisoner's Base:

Two lines about sixty feet apart are formed. Players divide, taking sides. At right of each line, outside, is a circle three feet in diameter. The teams face each other, object being to tag each other while between goals. The last one to leave goal has the right to tag someone who

left before him. In the way thus described each man may help one of his team. When anyone is caught he is put in prison and can be taken out only if one of his side succeeds in touching his hand. A number of prisoners may join hands and get nearer to their goal. Side having most prisoners wins.

Rope Rush:

Two opposing teams face each other in lines some twenty or thirty feet apart. A long rope is placed on floor midway between lines and parallel with them. At signal all rush for rope and begin to pull. Side wins which has more players on its side of dividing line at expiration of specified time.

Rope Skip (Skipping Circle):

Players in circle formation. One in center with long rope weighted slightly on outer end, lies on back and swings rope around in circle. Other players attempt to jump rope each time it comes around. Anyone caught by rope takes place of one in center.

Scrimmage Ball:

Players divided into two equal groups at opposite ends of gym or playing space. Basketball or soccer ball placed on floor midway between players. On signal players rush for ball and attempt to strike it with open hands, only and drive it through to opponent's goal, which may be indicated by upright posts, marks on wall, or other means. Many modifications may be used, such as having one goal keeper, or having half of team serve as goal keepers while other half play forwards, changing places after each goal, etc. Very attractive game for boys.

Sharp Shooting:

Players form line facing one player, the "Target,"

who stands with back turned, about fifteen feet from the line. A ball, tennis or basketball, is passed from one player to the other while "Target" counts ten. Player having it when ten is called throws it at the "Target." "Target" turns around quickly when hit and guesses who threw the ball. If guess is correct, the person guessed becomes the "Target." If "Target" is missed, person throwing the ball becomes "Target."

Snatch the Handkerchief:

Parallel lines are marked about fifty feet apart. Half way between lines on a stick is placed a handkerchief. Players divide, each side taking its place behind own line. At signal, player on right of each line runs to get handkerchief. One getting it is pursued by opponent. If caught, the one with the handkerchief is opponent's prisoner. If not caught, the opponent is prisoner. Side having most prisoners wins.

Square Tag:

Group divided equally and placed at diagonal corners of a square. Each puts hands on shoulder of one in front of him. At signal lines begin to run around square, leader of each line trying to tag last one of other line. Each tag counts a score and lines go back to starting place. Time limit is four minutes.

Swat the Kaiser (Towel Tag) (Beetle is Out) (Whip Tag):

Players in circle, facing in, hands held behind, eyes fixed on center of circle or kept closed. "It" runs around outside of circle and places knotted towel in hands of some player who immediately starts chasing player next on his right, around circle, with privilege of beating him with towel until he gets back to starting point. One holding towel then puts it in hands of another player and game continues.

Third Man:

Players form circle, two deep, partners standing three feet apart facing each other. Odd player is chased by chaser. Odd player must dart between two people of a couple, whereupon the outside player toward whom his back is turned must run.

Three Deep:

Two concentric circles are formed. Same as Third Man, except odd player runs in front of two players, making the third man at the back the runner. See also Partner Tag.

Broncho Tag:

Is an interesting modification of Three Deep, in which player in rear clasps hands around waist of player in front, and tries to prevent runner stopping in front of his partner by jerking partner away as runner approaches. Player in front tries to assist runner. Obviously, suitable only for boys or girls alone.

Touch Ball:

Circle is formed, players standing shoulder to shoulder. One player remains outside circle and tries to touch an indoor or basketball that circle passes from one player to another. Player having ball when it is touched becomes "It." Player dropping ball gets some penalty. Formation may be reversed, with "It" inside, and other players facing out.

Weavers:

Circles are formed, two or three groups competing. One person from each circle is chosen starter. Starters drop out and others clasp hands. At given signal each starter weaves in and out under arms of his group. When he reaches his place again the one to his right is weaver, and so on. The circle wins who gets back to its starter first.

CHAPTER X

RELAY RACES

A LARGE number of standard and novelty relays are described here in very brief fashion. They are merely suggestive, and the intelligent leader will be able to formulate many of his own of a similar nature.

The relay is one of the most attractive forms of competitive games for the adolescent, the pre-adolescent, and the adult as well. It is full of the keenest interest and suspense.

Because of this keen spirit of competition it is very important that great care be observed in the conduct of all relays.

RELAY FORMATIONS

Dividing into teams:

1. Appoint captains to choose up sides.
2. Line up along the wall, and count off by twos, threes, or fours, according to number of teams desired. Then let ones take two paces forward; twos, four; threes, six; and fours, eight. Then have all four teams close up to the right or left.
3. March in single file down center of room turning right and left alternately at end of room. This will form two equal divisions which may be divided further in same manner.

For further suggestions look up the section for dividing a company into groups. For regular class work regular teams should be maintained. Teams should be chosen from natural divisions if possible, such as classes, rooms, etc.

Methods of Conducting Relay Races:

1. Straightaway. Requires either a circular track or a distance equal to the total length of race. Men are stationed at intervals of fifty to one hundred and fifty yards apart.

2. A modification of the first method is to have teams line up in a single file or column behind starting line. The first man runs to goal line and back, touching off second man as he returns.

3. The Shuttle Relay. Divide teams into two equal groups which are placed facing each other at opposite ends of track. On signal, number one of each team runs to opposite end and touches off (or hands baton to) number two, who runs and touches off number three, and so on until all have run.

4. The Circle Relay. Teams stand in circle. Run around circle and touch off next man. Sometimes the two teams form one circle. This keeps the distance uniform for both teams, and also adds to the interest when one runner passes another. For certain relays mentioned below, one circle is formed in which the members of the two teams alternate. In fact, the circle is first formed, and then they count off by twos to form teams.

EVENTS

(The following races are run off by the second method given above.)

Indian Club Relays (Basketballs, volley balls, medicine balls, footballs, stones, or potatoes may be substituted except where equipment is underlined):

1. Teams in stride position. Head men pass club back between legs. End men receive club, carry to head of file, and pass back. Race is won as captain returns to head of file.

2. As in No. 1, except pass over head instead of between legs.

3. As in No. 1, only carry ball between knees to head of line.

4. As in No. 1, only butt ball with head to end of line.

5. As in No. 1, only run in and out to position at head of file.

6. As in No. 1, only end men run to goal and throw ball back to head man. Race is won as ball thrown by head man crosses the starting line.

7. As in No. 6, only punt ball instead of throw.

8. As in No. 6, only dropkick ball instead of throw.

9. Carry, one at a time, six Indian clubs from circle back of starting line to six circles ahead. The second man gathers them up. Clubs must stand up. Race won as last man crosses starting line. (This is often run with potatoes, or blocks, taking them from a basket and placing them on crosses.)

10. Transfer clubs between two tangent circles. (Sometimes the club is simply knocked down by "1" and stood up by "2.")

The above races may be varied by walking, hurdling, hopping, skipping, jumping, running around and over obstacles, running on all fours, etc. The shuttle form may be used also in 9 and 10, one division scattering, transferring, or knocking over the clubs; and the other division replacing them.

Novelty Relay Races (teams in column or file formation):

Automobile:

Two or more files contesting. Run around file, return to position and touch off next player.

Chariot:

Column of chariots, that is, two men abreast with

inner arms locked. Driver in back holds outer arms for lines.

Centipede:

Players ten feet apart in file. "1" runs to "2" and locks step; in this manner the whole line is picked up and then runs to the goal.

Caterpillar:

"1" places hands on knees. "2" holds "1" by the ankles, and head between legs, rest of players in same position as "2." Run to goal. (Or all players straddle long pole.)

Crab:

Run on all fours, face turned upward.

Couple:

Run in couples instead of singly, arms locked.

Equipment:

Run to goal, stopping midway, leaving certain articles of clothing, such as shoes, coat, etc. On return stop and put them back on. Touch off "2."

Forward Roll Relay:

In relay formation, with one or two mats placed in front of each team half way to goal. Each runner turns forward roll on way to goal, and sprints back to next player. Many modifications may be introduced.

Hoop Relay:

Pass hoop over body, then hand to next player who does same, etc.

Jumping (For distance):

"1" jumps as far as possible. "2" toes this line and

jumps, etc. The side wins which jumps farthest. (This is also run off by the shuttle method, one team jumping forward and the other jumping back. If the last man jumps over the starting line, his side wins; if he does not, the other side wins.)

Jump stick:

"1" and "2" holding stick close to floor, run down file. Members jump over stick. "1" remains at foot of line. "2" and "3" repeat performance, etc.

Leap frog:

Players four feet apart. Race is won as last man goes over.

Monkey:

Run on all fours to goal and return. (Also positions shown in Eskimo race and Eskimo jumping races may be used.)

Message Relay:

Players in relay formation. First player stationed at finish line, where he is given message of some nature. Teams may all be given same or different messages. On signal player runs to starting point and grasps arm of next player and leads him on run to finish line, repeating message to him in whisper on way. Second player then runs back and repeats message to next player in similar fashion. Continue for all players. Side wins which finishes first with message correct.

Obstacle:

Four men in front of file ten feet apart. "1" erect, "2" as for leap frog, "3" erect, and "4" astride. Runner goes around "1," over "2," around "3," and under "4." (Any number of kinds of obstacles may be used.)

Passing the Hun:

Double file, facing each other. Grasp hands with person opposite you. Man runs from line, jumps into arms, and is passed, down file. Another man at foot helps Hun land safely.

Pony Express:

Players ten feet apart. Rider changes horses without touching floor. Rides last horse to goal.

Rescue:

"1" carries "2" on back to goal. "2" returns and carries "3," and so on until all reach the goal.

Rescue (Double):

"1" and "2" clasp hands and carry "3." "2" and "3" return and carry "4," etc.

Shoes and Stockings:

Shoes and stockings in a row behind goal. "1" runs and puts his on, returns and touches off "2," etc.

Skin Snake:

Stride position. Reach right hand back through legs and grasp left hand of man in rear. Last man lies down, column moves back, and members lie down until all are down. Then captain gets up and moves forward pulling up whole line after him.

Spry:

Teams stand on outside of large circle, in line; captains in small circle in middle. Toss ball (bean bags) back and forth to all members of team. Last man to get ball runs to center circle and becomes captain. When the original captain returns to center he calls "Spry," and race is won.

Towel:

Tie towel around neck. Clap three times. Untie and pass to next player.

Under the Mat Relay:

In relay formation, with mat placed crosswise in front of each team halfway to goal. Each runner crawls under mat on way to goal, and sprints back to next player. Corners of mats may be held down by other players if desired.

Wheelbarrow:

"1" acts as "2's" wheelbarrow (legs handles; arms the wheel). Run to goal. "2" returns and acts as wheelbarrow for "3," etc.

*Comic Races (suitable for picnics, etc.):**Awkward Eating Races:*

Apples on paper on floor. Eat with hands behind back.

Apples or crackers suspended from ceiling. Eat, hands tied behind back.

Blackberry pie. Pies on chairs. Eat. Hands tied in back.

Crackers placed in mouths of contestants. Eat without using hands.

Drinking: Girl feeds boy glass of water spoonful at a time. Then sing "Yankee Doodle."

Milk: See who can drain a baby's milk bottle first.

Tug-o-war for prune: Prune in middle of long string. Each contestant takes one end of string in mouth and chews it up to prune. Do not use hands.

Darkness:

Blindfolded, race length of room with aid of cane.

Nails:

See which girl can drive most nails in given time.

Sewing:

See which boy can sew most buttons on cloth in given time. Must also thread his own needle.

Sack Race:

Race with legs inside gunny sack.

Three Legged Race:

Couples run with inside legs tied together.

Types for Racing:

Fat men, skinny men, short men, long men, married men, and single men.

Wand Race:

Race to goal balancing wand on finger.

(Also look up Novelty Relay Races. Most of these are adapted to individual races.)

CHAPTER XI

PHYSICAL STUNTS

THE individual and dual physical stunts listed here will be found especially attractive to boys of all ages, and are admirable for use at "stag-dos," boys' clubs, Stunt Nights, hikes, etc., as well as in regular class or playground work. The appeal to the physical prowess of the boy is very keen.

INDIVIDUAL STUNTS

Ankle Throw:

Toss object over head from behind with feet. Catch with hands as it comes down.

Backsliding:

Hands palm to palm behind back. Twist upward and inward.

Catch Penny:

Elbow raised level of shoulders, hand toward chest. Place penny on elbow. Drop elbow and catch penny in hand.

Dog Jump:

Jump over stick held in hands, or through clasped hands.

Eskimo Race:

Run on all fours, keeping knees stiff.

Eskimo Jumping Race:

Arms folded, knees rigid, feet together. Go forward in short jumps.

Hand Clasp:

Reach one hand over shoulder and grasp with other from behind.

Head Spring:

Toe line two feet from wall, chair between, lean forward, head against wall. Pick up chair and recover.

Heel-and-Toe Spring:

Bend forward grasping toes. Jump backward across line and vice versa.

Hurdle:

Place left foot against wall knee-high. Jump over leg with right foot without removing left from wall.

Lath and Plaster:

Rub head and pat chest, or vice versa.

Pick Me Up:

Stand back to wall. Pick up object from floor without moving heels.

Pick Up Spoon:

Kneel, place forearm on floor, fingers extended, place spoon at end of fingers. Now put hands behind back, bend forward and pick up spoon with teeth.

Pick Up Book:

Standing on one foot and holding other behind, lean forward and pick up with teeth, book, or magazine standing on end.

Pray Do:

Toe line, kneel down and get up without using hands or moving feet.

Stenographer:

Write name while describing circle with foot.

Stork:

Stand against wall with side, cheek, hip, and foot touching it. Place outer foot on inner knee.

Thumb Spring:

Place thumbs against walls, move back. By pushing thumbs against walls recover position. (The *palms* are often used instead of the *thumbs*.)

Tight Rope:

Walk line looking through large end of field glass.

Water Fall:

Carry glass of water on head while walking across room rapidly.

Wooden Soldier:

With arms folded, lie down and get up.

Wriggle Walk:

Heels together, toes out. Raise right heel and left toe and move in same direction. Then left heel and right toe, etc.

DUAL FEATS AND CONTESTS

Arms' Length Tag:

Arm extended. Try to touch opponent on body without being touched in return.

Attack:

Standing on one foot, arms behind back, shoulder opponent until he puts other foot on floor.

Blindfold Boxing-Match:

Men kneel on mat, blindfolded, and each places left hand on book on mat. Take turns striking at each other.

Boundary Tug:

Two lines and wand. Pull opponent across.

Chinese Duel:

Two men blindfolded, and each with a paper club, lie on floor face downward holding with left hands to cap. Take turns swatting each other.

Chinese Get Up:

Two persons sitting on floor back to back, and arms locked, try to get up.

Dog Collar:

Two on hands and knees; heads inside leather collar. Pull opponent across line. Do not slip head from collar.

Dizzy Izzy:

Player puts head down on top of cane or bat, closes eyes and circles around cane five times, or more. He then stands up and tries to walk rapidly along a straight line.

Falling Soldier:

Players stand in line. Leader has them stretch right arm forward, then left arm forward, then kneel on one knee, keeping arms out. While in this position, leader shoves one at head of line against his neighbor, thus knocking entire line over like nine pins.

Hot Hand:

One player stoops over and covers his face with his hands. (Better to have his face held in lap of another seated player.) Remainder of boys gather around him, and one of them swats him with the open hand, while other players crowd around to prevent recognition. Player who was down has three guesses at his assailant, and if he fails to guess him, must go down again. If he succeeds, they exchange places.

Double hot-hand is played on the uninitiated, by having two men go down. The one who knows the game

risers and swats the other one, then pretends to have been hard hit himself. This sometimes continues indefinitely without discovery.

A French modification of the American hot-hand consists of holding the right hand open under the left arm, while shielding the eyes with the left hand and turning the head away. The crowd stands at the back, and someone hits open hand with his open hand. Same rules apply as above.

Handcuff:

1. Tie right wrist of one person to left wrist of other. Then tie opposite wrists in same way, crossing strings. Untangle strings without untying or breaking.

2. A's wrists are tied together. Then tie B's wrists together crossing strings with A. Untangle without breaking or untying.

Hog Tie:

Tie opponent's feet with three foot rope.

Hand Wrestle:

Opponents face each other. Left directly behind right foot. Grasp right hands and overbalance opponent. Keep left hand behind back. Do not touch opponent except with right hand.

Hats Off:

Knock off opponent's hat, using open hand.

Harlequin Wrestle:

On one leg, right hands clasped; make opponent lower foot to floor.

Hello Mike:

Opponents lie blindfolded, face downward, heads one foot apart. Number one says, "Hello, Mike, are you

there?" Number two answers, "I am." Number one takes a swing at him. Then comes number two's turn. Players must have boxing gloves.

Indian Wrestle:

Opponents on backs, right shoulders together, legs in opposite direction, right arms locked, raise legs; on signal, hook feet together and roll opponent over on face.

Jug Handle:

Tips of fingers touching across chest. Opponent tries to pull fingers apart. (No jerks.)

Knee-and-Toe Wrestle:

Squat position, stick under knees, arms clasped around knees under stick. Get toes under opponent and roll him over.

Long Reach:

Toe line, lean forward resting on one hand. With chalk draw line as far out as possible. Recover without touching floor second time with hand.

Lost Equilibrium:

Stand about two feet from, and facing opponent, on either one or both feet. Holding hands up in front of body try to strike opponent's hands forcibly enough to throw him off balance, without losing own balance. One hand may be used, striking either forward or laterally.

Lunge and Hop Fight:

One man in lunge position with one foot in circle. Opponent on one foot in circle. Overbalance.

Push and Pull:

Two lines five feet apart, opponents inside lines grasping ends of two wands. Push or pull opponent over line.

Rooster Fight:

Six-foot ring. Grasp ankles. Tip opponent over or make him loosen grasp by shouldering. Stay inside circle.

Shoulder Shove:

Eight-foot circle; five men on one leg and arms folded, shoulder a sixth man out of circle. If they lose balance, they must drop out of game.

Smudge Boxing:

Box with gloves covered with black smudge. Other boxing contests are (1) Boxing, contestants standing in barrels. (2) Blindfold contestants. Tie with ropes so that they can barely touch each other. Then move them back and, unaware to the players, shorten ropes. Then tell them to go after each other. A third party may give players a biff on the nose now and then to add to the interest.

Strength Test:

Players sit on opposite sides of tables. Elbows on table. Lock wrists and try to force opponents' hands down to table.

Wand and Toe Wrestle:

Contestants sit on floor facing each other. Knees flexed, toes touching, wand grasped with both hands. Pull opponent up and over line.

Wand Twist:

One man tries to twist wand out of horizontal position, opponent resisting.

Wand Wrestle:

Wand held in vertical position. Opponent tries to pull it down to shoulder height.

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